THE ONLY SERIOUS FUTURE PICK LIST!

VANTAGE™ PRESS RELEASE REVIEW

Inside information for comic dealers and collectors!

#1

March, 1994

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VALIANT HIRES NEW VP OF MARKETING!! WHY?

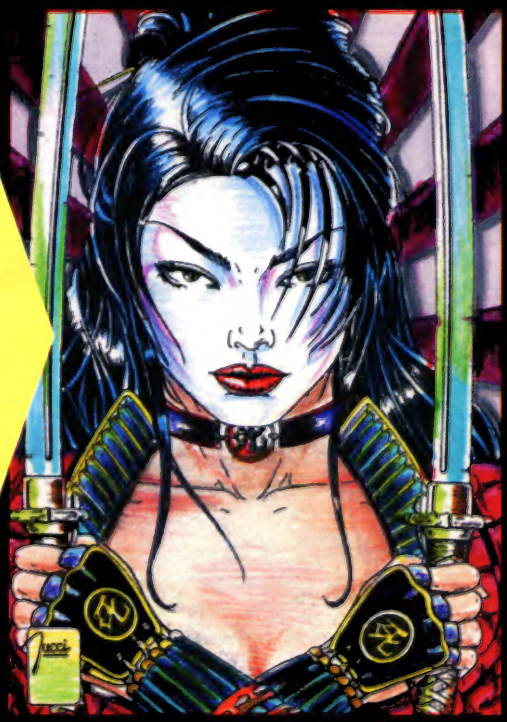
TOP PICKS OF THE MONTH

5 LOW PROFILE IMAGE BACK ISSUES

GREAT NEW FEATURES

- WINNING SPIDER-PICKS!
- STEPHEN PLATT INTERVIEW!
- NON-SPORTS CARDS PICKS!
- DC'S 94 MEGA CROSS-OVER!
- MORE EMERALD PICKS!
- AND MUCH, MUCH MORE!

THE "NEXT" MOON KNIGHT 55?



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VANTAGE PRESS RELEASE REVIEW

Inside information for comic dealers and collectors!

#1

contents

SECTION 1 The Vantage Market Guide

What the heck is Danger Unlimited and why do we think it will go up?

SECTION 2 Non-Sports Predictions

Cards go up. Cards go down. Read our picks. Or you may frown.

SECTION 3 Comics Are For Reading First

Wolverine into that sealed polybag!

SECTION 4 Press Releases

Pretend you write a magazine about comics and read the same stuff we do.

SECTION 5 Vantage Viewpoints

Read about how we need you to write to us!

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Cover: Prime TM & © 1994 Malibu Entertainment Group. (Lower right) TM & © 1994 Bill Tucci

A MESSAGE FROM OUR PUBLISHER

Ohhhhhhh boy. I love first issues.

Only problem is, this isn't a first issue. See, we started Vantage as this little two page pamphlet that sold in stores in the Northeast like about two years ago. Much to our surprise, people bought the thing! We were thinking . . . "wow."

So over time we added pages, made it prettier, and so on. Until today. Today you hold in your hands the result of a two year dream. We always knew we would get here. We just didn't know it would be so soon.

For those of you who are buying Vantage for the first time, brace yourselves. There's nothing else like us. Oh sure, there are lots of other mags out there. Lets face it — they're all pretty much copies of each other . . . except for us.

If you want to look at flashy pictures well then those other mags are perfect. However, when you are through with the fluff and you're ready to get serious, Vantage is the place to be.

Why? Well for one thing we've got the most serious pick list in the comic industry. Long-time readers have watched all sorts of comics that first appeared here as investment picks later show up on other mags' top ten lists.

Why else? Well just check out our cool articles that have a decidedly business slant. Now you can find out what's really happening in comics, underneath the hype.

One more reason you want? That's easy. Check out our cool press releases section. Now you can read the news as it arrives at our offices. Why read it rewritten and hyped up in some other mag when you can read it right here straight from the horse's mouth?

Our point? Read this thing. Sources indicate you'll be back in thirty.

—Rob Golub

Top Investment Picks of the Month

Jump On Now #1 (Malibu/Ultraverse)
Prophet #1-5 (Image back-issues)
Rai and the Future Force #21 (Valiant)
Youngblood #2 (Image back-issue)

More Vantage Investment Picks

Amazing Spider-Man #388-389 (Marvel)
Captain America #425-up (Marvel)
Danger Unlimited #1 (Dark Horse/Legend)
Gen 13 #1/2 &#1 (Image)
Green Lantern #50-up (DC)
Guy Gardner: Warrior #18-21 (DC)
Hawkman #9 (DC)
Razor Annual #1 (London Night Studios)
Shi #1 (Empire)
Spawn/Batman Crossover (Image)
Star Trek Special #1 (DC)
Valor #12-19 (DC)
Wardancer #1-up (Defiant)

VANTAGE INVESTMENT PICK

Watch for the Vantage Star indicating our top picks!

"The above pick list is a guide based on research, advisors' opinions, and staff opinions - keep in mind that even the experts will disagree. Comics can lose value after months or years. You would be wise to trade or sell books before they lose value. Read over the facts and opinions in Vantage, examine the pick list, and then make your own investment decisions. Remember: 1) There's no sure thing. Never bet the farm on any one book. 2) It may be fun to play the market, but comics are even more fun to read! Open up one of those sealed polybags and give comics a try!"

- Publisher Rob Golub

RAI AND THE FUTURE FORCE #21: DEALERS DIDN'T KNOW!

Rai and the Future Force #21 is a cool pick. Anyone who checks their catalogue of upcoming comics knows that this issue features the first appearance of the Starwatchers. So what? We'll tell you what!

Vantage has learned that the Starwatchers are scheduled to get their own title just a few months down the road! THIS IS BIG NEWS! Since advance orderers were not aware of the importance of #21 when they ordered it, orders will most likely be low.

Indeed, **Rai and the Future Force** #21 is one of Valiant's less popular books and **Vantage** expects a nice low run even though it will also come with the X-O Manowar trading card (which also looks good — see Non-Sports section). For example, the **Vantage** estimate for **Rai and the Future Force** #20 is about 90,000, while for **Turok** #10 and **Ninjak** #3 we estimate 130,000 and 180,000 respectively. Thus we can assume that #21 will also be comparatively low.

Thanks to the boom and bust of 1993, speculators have steered clear of Valiant in general and the print run of #21 will most likely fall into the hands of readers, not dealers. When **Starwatchers** #1 comes out this Spring, look for demand to outstrip the supply of #21, most likely giving the book a big, healthy push as a back-issue.

Starwatchers will be a book about a cosmic group out in space doing cosmic stuff. The action will take place in the future-time that Magnus and Rai live in. Every issue will be fully Valiant Vision compatible (painted especially for 3D).

Mmmmmm. Now that's a pick!

DC SLIPS US ANOTHER ONE: EMERALD FALLOUT!

Those of you who were wise enough to pick up **Vantage** #7 knew about **Green Lantern** #48-49 (First two parts of Emerald Twilight, where Hal Jordan flips out and destroys Oa) early enough to pick those books up at cover. Currently, advisors report #48 is selling briskly at well above cover. Vantage has learned that #50, the final part of Emerald Twilight, has a relatively low print run of about 235,000. We expected higher.

Hal Jordan (the old Green Lantern) is being replaced by a new Green Lantern (1st appearance Green Lantern #48?) who takes over in #51. **Vantage** has learned that this new Green Lantern will meet up with Superman in #53.

Good old Hal Jordan will disappear until he pops up again in **Guy Gardner: Warrior #21**, which will be the conclusion to the four part Emerald Fallout series that runs through **Guy Gardner: Warrior** #18-21. Emerald Fallout, in fact, deals with the aftermath of the destruction of Oa which took place in Emerald Twilight. This is very important, for fans of Emerald Twilight will want to read Emerald Fallout.

True to form and with great wisdom, **DC has not promoted the importance of Emerald Fallout very much at all!** DC has mastered comic book marketing, first creating a slow promotional build behind Twilight and now Fallout so that under-printed back-issues can gain value, causing the demand for future issues to increase (though DC would probably deny such motives).

We can potentially expect a shortage along with price increases. **Guy Gardner: Warrior** #18 is due out now and the other issues are to follow on a monthly basis. More on this next issue.

Guy Gardner: Warrior #20

Guy Gardner: Warrior TM & © 1994 DC Comics

WOW! AN IMAGE INVESTMENT PICK!!!

It doesn't happen often. Last time we picked an Image book, we were wise enough to set our sites on **Maxx** #1/2. That was about eighty zillion years ago. As you may know, **Maxx** #1/2 was, like, the deal of the century.

What? You didn't know that **Maxx** #1/2 was the deal of the century? Just look at the math, buddy. It's all in the **Vantage** math.

To get a half you had to shell out $3.95 for that other magazine, rip out the **Maxx** #1/2 coupon, stick a 29¢ stamp on it, throw in $1.95 for shipping, and voila . . . your **Maxx** #1/2 arrives.

Add all these little expenses together and you've spent a meager $6.19. If you picked up your **Wizard** at a discount you could have spent even less. The result?

You've got a nice looking book in this really cool bag that travels quickly at shows for eight to twelve bucks. Not bad for ten seconds of work. If only you didn't have to get all that glue on your tongue.

Now, if you'll just join us as we segue into **Gen 13 #1/2**, you'll start to see our point. We've got another half with all the same benefits that came with the **Maxx** #1/2 promotion! . . . such as:

1) #1/2 introduces a new title that looks like it will be a winner. (See below.) 2) Trust us. We run our own monthly contest and we know. Most people just won't bother to fill out the coupon and lick the stamp. 3) You can't get this little item any other way.

Can you say "low print run"?

Anyway, you get the idea. **Gen 13** #1/2 looks good. You can get the coupon for it in any **Wizard** #30. (Here we are telling you to buy another mag. Are we objective or what?)

You're thinking, "But now everyone already knows **Maxx** #1/2 was a success so I'm sure they're all sending in eight million coupons." We think not.

The bottom line is that people don't always learn from the past. But we do.

If you glean only one thing from **Vantage** this month make it this: History is the key to the future.

CAN IT BE? ANOTHER IMAGE BOOK? YES! GEN 13 #1!

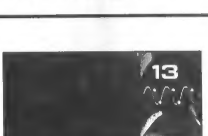
Have we lost our minds? Have we gone crazy after months of nearly ignoring this upstart company?

Well, in a word, no. We are responding to a changing market. Whereas we previously kept our guard up due to Image's mega print runs and lateness problems, these are no longer the towering issues they once were.

Image is, yes, delivering its books to store owners late, which lowers interest. However, Image has been improving timeliness in recent months.

Also, with the speculation craze over, Image and other publishers are no longer over-printing as they once were. Ironically, now is a better time for speculators than a few months ago during the speculator boom.

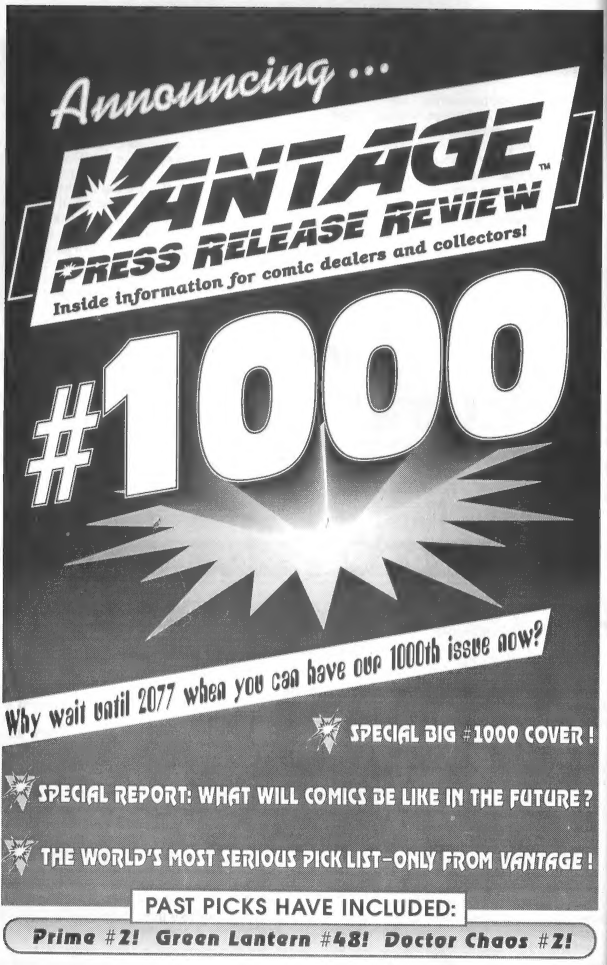
". . . as we predicted, Ninjak #1 has been experiencing slight price increases in some areas thanks to its relatively low print run."



For example, as we predicted, Ninjak #1 has been experiencing slight price increases in some areas thanks to its relatively low print run. This is quite an improvement over the **Turok** #1 disaster that took place during the boom and bust of 1993.

Our point: Image books make better picks these days and that's why we're turning to **Gen 13** #1. Sure its an X-Men rip-off, but history (there's that word again) has shown that readers won't care.

Jim Lee's considerable talent, the heavy promotion, the X-style outcast teenager syndrome, the lower print runs of 1994 . . . it all adds up to a potentially bright future for **Gen 13** #1.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PAST PICKS HAVE INCLUDED:
Prime #2! Green Lantern #48! Doctor Chaos #2!

DANGER UNLIMITED: POTENTIAL UNLIMITED!

John Byrne is so cool. One of the best artist/writers in the business, his run on **Fantastic Four** and **X-Men** was breathtaking. More recently, John's been hard at work on **She Hulk** and **Next Men**.

"Can we take from all of this a general market rule for John Byrne? Yes"

Fantastic Four Byrne books gained value nicely in their heyday, but today those books are sadly forgotten (some of the best reads in comics!). **X-Men** Byrne issues were underprinted and are still high-demand items today, commanding a premium.

More recently, however, John Byrne back issues have been inconsistent, because while John Byrne could blow the market away, he chooses not to. Rather, he prefers to work on projects that he enjoys, with little regard for how "big" they'll be. For example, **She Hulk** was in some demand thanks to John's following, but female characters are an uphill battle, and a female character in a satire is really pushing it. Marvel is lucky it sold at all, and yet **She Hulk** #1 still goes for three to five dollars.

Next Men is about a superhero group living in a realistic world, and is published by Dark Horse. Like **She Hulk**, **Next Men** has a small but devoted following.

Speculators DID NOT go crazy on earlier issues so that they are nicely underprinted.

Thus, **Next Men** back-issues have gained value: Dark Horse Comics #54 (1st **Next Men**) and **Next Men** #1 each go for around eight bucks.

Can we take from all of this a general market rule for John Byrne? Yes: If he starts a project with at least some (but not too much) consumer appeal, chances are the speculators will ignore it, it won't be overprinted, and it will slowly gain value thanks to John's devoted following.

The bottom line here is that the first issue of John's new project, **Danger Unlimited**, looks like a really nice pick. Most advance-orderers will view this series as being limited to a narrow market, and orders should be low. **Danger Unlimited** #1 is due out soon. It introduces a super-team that will be involved in a cosmic adventure that should knock our socks off.

Don't look for this one to take off in the back-issue market like a rocket, but do look for a great read and a book that should gain value steadily over time.

Next Men TM & © 1994 John Byrne

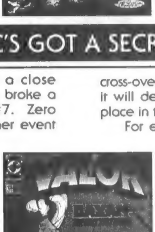
DC'S GOT A SECRET

Vantage continues to keep a close watch on Zero Hour, the story we broke a couple months ago in **Vantage** #7. Zero Hour is the upcoming 1994 summer event at DC comics, and the prelude is already taking place.

DC is being incredibly tight-lipped about it, although we are currently working on obtaining more information in time for next issue. (WARNING: Not all stores that ordered **Vantage: Press Release Review** #1 have ordered #2 because store owners, with nothing to go on, don't know how YOU will react to #1. Your local store owner appreciates your business! If you want **Vantage** make sure you tell him and he WILL get it for you!)

Zero Hour will apparently be a cross-over and/or mini-series. Whatever it is, it will deal with temporal problems taking place in the DC universe right now.

For example, recent issues of **Valor**, up to #19, deal with the untimely death of Valor. It's untimely indeed because without Valor the Legion of Super Heroes, set in the future and inspired by Valor's long career, cannot exist. We estimate these **Valor** issues to have nice low runs of about 50,000 each.



Other elements of the DC time stream will become endangered leading to the Zero Hour culmination several months from now. **Vantage** has learned that **Hawkman #9 will play an important role in all of this.** Stay tuned.

Valor TM & © 1994 DC Comics

JUMP ON NOW? HEY, WE JUMPED ON BEFORE PRIME #1!

It amuses us here at **Vantage** that Malibu's new marketing campaign is called Jump On Now, since we've been pushing the Malibu Ultraverse since before their first #1.

We think Malibu should call the campaign, "Jump On Now Unless You've Been Reading **Vantage** Because Then You Already Have Great Collectibles Like **Prime** #1-2, **Strangers** #1-2, **Mantra** #1-2, And **Exiles** #1-4, Plus You Know What A Great Read The Whole Line Is."

Nevertheless, a terse "Jump On Now" is what Malibu's campaign to attract new readers is called. Bravely, rather than just go after people who already shop in comic stores, Malibu is hitting the mass market. By doing so they'll be providing a great service to the industry in general since some new people will be pulled into stores.

However, mass market advertising is a lot more expensive than advertising within the comics industry, and Malibu is only a moderately sized publisher, which raises two questions: 1) How can it be worth it for them to do this? 2) Do they just grow money on trees or what?

We'll never know those answers, but we do know this. By mass market we mean commercials on MTV, The Sci-Fi Channel, E!, ESPN, Nickelodeon, the Cartoon Network and MTV Europe. These snappy spots feature a professional bungee jumper who simply can't take his eyes off an Ultraverse comic as he falls towards concrete.

Let's get down to business. Sources close to Malibu say that when Malibu devised "Jump On Now" they forgot one thing. They forgot that new wide-eyed customers would walk into comic stores and say "Uhh, do you have, like, 'Jump On Now' or something?"

The store owner might then point at a rack filled with a zillion or so Ultraverse titles and the customer might then wander away in a confused state. Or, worse, the store owner would say, "Jump on what?" This would not be good.

"the Quesada cover will fuel the fire of demand while the 99¢ cover price ensures that the book has nowhere to go but UP!"

To solve the problem, **Vantage** has learned that Malibu threw together a last minute comic book titled (of course) **Jump On Now**. That way, when customers ask for **Jump On Now**, they get something. Or maybe not . . .

The problem with the **Jump On Now** comic is that it's too good a concept and collectors may "jump" all over it: This 32 page comic reprints **all of the three page origins that have been appearing in recent Ultraverse comics** ("Origins Month"). It has a **GATEFOLD JOE QUESADA COVER**, a 99¢ cover price, and a limited print run!

Ultraverse commercial from Malibu Comics

Get this — the comic (due out now) comes out around the same time as the Origins Month comics! Heck, the **Jump On Now** comic will even predate some of the Origins Month comics (again, these are regular Ultraverse titles, each with a three-page origin)! This means that the market could easily view the **Jump On Now** comic as a simultaneous original printing, not a reprint! (remember the Plasm cards "reprint" in **Previews**?)

Plus, the Quesada cover will fuel the fire of demand while the 99¢ cover price ensures that the book has nowhere to go but UP!

The icing on the cake is that this book wasn't offered to dealers through normal channels (Previews, Advance, etc.), but through a last minute flyer which was surely forgotten at many stores, due to the overwhelming amount of promo stuff that stores drown in each month. This has kept the print run relatively low — sources indicate to **Vantage** there are about 100,000 copies of the direct market version.

Jump On Now has all the makings of a great potential pick: high future demand, low cover price, and limited circulation. It could do very well in the aftermarket. Unfortunately for Malibu, if it disappears quickly it may be of little help to first-time customers.

THINKING AHEAD: THE MARKET'S REACTION TO PLATT

In this issue we'll completely make up for months of not picking Image. We've got FIVE, count 'em, FIVE Top Picks of the Month that are Image books.

And the Oscar goes to: **Youngblood** #2 and **Prophet** #1-4.

These books are the important back issues that deal with one of Image's newest heroes: Prophet. In fact, few dealers even realize that **Youngbood** #2 contains the under-publicized first appearance and origin of Prophet. In **Youngblood** #2, Prophet comes to us from a deep sleep he's been in since the '30s, Captain America style. **Prophet** #1-4 of course, picks up from Youngblood and continues the guy's story.

Why so much emphasis on Prophet? As you may know, newly hot artist Stephen Platt (of **Moon Knight** #55 fame) has moved over to Image to draw **Prophet** as of #5.

Platt's artwork is awesome. This guy's art is going to burn holes in the rocks, making the action jump off the page.

If Platt sticks with Prophet for several issues, he'll most likely bring new attention to the character, which should in turn increase demand for back issues. With only a few Prophet back-issues out there for people to focus on, market demand could turn out to be very strong for each book (as opposed to if there were a zillion back-issues, as with Superman).

With **Youngblood** #2 moving at just a buck or two over cover price, and **Prophet** #1-4 going for cover, we have some nice low-cost picks that have excellent potential.

Last, but not least, original orders for the Platt-less **Prophet** #5 have been cancelled. With Platt, it has been reoffered to stores and dealers with surprisingly little fanfare, standing small in the shadow of heavily promoted Image books like **Spawn/Batman** and **Gen 13**. With the market still in its cautious mode, look for a deliciously low print run on this very important book.

Sketch of Prophet by Platt. Prophet TM & © 1994 Extreme Studios

THE "NEXT" MOON KNIGHT #55?

When we saw the newly hot Moon Knight #55 for the first time we thought to ourselves, "Wow! Another McFarlane!"

Its happened to us again, except this time we've found an artist who draws like Jim Lee. One day **Vantage** was just standing by the fax machine, hanging out, watching another fax come in from some small publisher, when we saw it. "It" is the picture on the bottom of the cover of this magazine.

Bill Tucci is 22 years old, fresh out of school, and ready to blow you away. His artwork (on our cover and on this page) is of highly professional quality, especially when you consider his age and experience.

He's been published once, in **Razor Annual** #1 ($2.95, black and white) from London Knight Studios. This book is the first Tucci, its been out for about a month, and inside sources tell **Vantage** it's got a print run of only 6000 (plus 500 gold).

The story also features the first appearance of Tucci's "Shi," who teams up with the Razor character (we should note that Razor has it's own small but devoted following).

Shi's story is continued in **Shi** #1 (Empire Publications, full color, $2.50), written by Tucci and due out in a few weeks. Shi is a samurai who travels from Japan to New York City (Tucci's home town) to cause trouble in the Big Apple.

Does **Vantage** expect these first two Tuccis to immediately take off like **Moon Knight** #55 did? Not necessarily. We do, however, foresee a potentially bright future for Bill Tucci, and wherever he goes, the market just might follow.

TM & © 1994 Bill Tucci

THE COME-BACK KID: MARVEL COMICS

As we predicted in **Vantage** #3, the boom and bust of 1993 has sent some collectors scrambling for the larger, more familiar publishers. Most familiar of all, of course, is mighty Marvel.

Marvel is also attracting attention by appropriating DC's marketing strategy of having a personal tragedy in a major superhero's life. Unfortunately, it doesn't appear that Marvel will pull this off as effectively as DC did for three reasons:

1) DC did it first. Now it's old news. 2) Marvel is beating the concept to death by bringing tragedy to everybody. **Vantage** expects that soon they'll bring Machine Man back so he can rust. 3) In some cases, Marvel announces where the tragedy will take place beforehand so that advance-orderers will not be surprised. Thus, print runs on such personal tragedy books turn out high, while Marvel makes a fast buck at the expense of considerable potential future returns.

Oh, well. We don't run Marvel, just **Vantage**.

Anyway, there are some books with really nice potential in this huge sea of Marvel sorrow. As always, we here at **Vantage** will now cut through the crud to give you the scoop on what may be the most important tragedy since Marvel started this whole thing with Daredevil . . . we're talking about Spider-Man.

"Through thick and thin, ASM has performed solidly for years, regardless of print runs."

Through thick and thin, ASM has performed solidly for years, regardless of print runs. You just have to give the books enough time. That's because Spidey is wildly popular, more famous than Al Gore, and **Amazing Spider-Man** is generally recognized as the flagship Spider-title.

What amazes **Vantage** is that even when Marvel announces beforehand that a Spider-issue will be big, so that it's ordered heavily, it still eventually goes up. Check out these baffling back-issue values:

Issue	Est. Value
#275 (Double size, Hobgoblin)	$6.00
#289 (Double size, death/1st Hobgoblin)	$15.00
#200 (Double size, origin retold)	$20.00

You might think that back when these books were printed there were no speculators to blow up the print runs, but that's simply not true.

The bottom line? We're picking **Amazing Spider-Man** #388. Marvel has informed **Vantage** that #388 " . . . will make history. It reveals the whole story about the people who claim to be Peter's parents. The truth shatters Peter, not to mention Aunt May and Mary Jane, and the repercussions change Spider-Man forever." This important storyline (plus the foil cover) seems to have a nice shot of making #388 a winner. But wait. There's more.

Vantage has learned that Spider-Man will completely snap in this issue. He'll become a brutal, darker Spider-Man. Sources indicate we'll see a bloodthirsty Spider-Man who'll bear little resemblance to kind and fair Peter.

We'll see the new Spidey do his stuff in "Pursuit," a storyline that runs through **Spider-Man** #45, **Spectacular Spider-Man** #211, **Web of Spider-Man** #112, and **Amazing Spider-Man** #389. This storyline could prove popular, driving up demand for #388 while also becoming collectible in its own right.

Throw in the coming big movie and Saturday cartoon and this one looks like a winner. Buy it. Read it. Save it.

Cover to Spider-Man #45 TM & © 1994 Marvel Entertainment Group

VANTAGE QUICKIES

STAR TREK SPECIAL #1: This title and issue number are both attractive. Trekkies love anything Star Trek and it seems Kirk and friends will never go out of style. Like Byrne books, Star Trek books generally do well, but they do so slowly and steadily. If you have the patience, we've got a nice potential winner for you here . . . Star Trek Special #1 (with awesome writer Peter David to boot!).

TRIUMPHANT: Only **Vantage** has been paying attention to this little company whose back-issues have been gaining nicely due to an interesting (although sometimes difficult to follow) storyline.

Also, of course, **Doctor Chaos** #2 recently came out with the first appearance of Defiant's Wardancer, as we predicted. No one else knew, as we predicted. Finally, **Doctor Chaos** #1 pulled #2 and the rest of the giant panel into continuity, as we predicted.

Now that we're done with our past predictions, we'd like to point out that Triumphant has started a new #0 program — they'll come out with one #0 issue each month, for each of their titles.

The kick off will be **Scavengers** #0, out in March with a $2.50 cover price. Triumphant also says they will be distributing 80,000 copies of **Scavengers** #0 free to retailers. (Since there are only five to ten thousand comic shops in the country, **Vantage** wonders how they will do that.)

SPAWN/BATMAN: A few months ago this would have been a dog due to an interstellar print run. Today, with advance orderers less likely to speculate this thing actually has a halfway decent shot. (Educational Note: Publishers print about as many copies as stores, dealers, and others order two months in advance.)

Batman TM & © 1994 D.C.Comics
Spawn TM & © 1994 Todd McFarlane Productions, Inc

There's two Spawn/Batman comics coming out: DC is publishing **Spawn/Batman: War Devil,** which will be followed by Image's **Spawn/Batman Crossover.**

The DC book, with its $4.95 cover price, is quite a mountain to climb — the book needs to command a $5.00 back issue value just to meet the cover price. That's a lot to ask of the market. The Image book has a few advantages that the DC book doesn't have — Miller and McFarlane are doing the Image book, but they're NOT doing the DC book, plus the cover price of the Image book is only $3.95. In spite of what will likely be a heavy print run, **Spawn/Batman Crossover** from Image has a nice shot.

CAPTAIN AMERICA: The good Captain will be having a bad year. Cap will search for a replacement while he faces, yes, personal tragedy. **Captain America** #425 kicks off the storyline. It is of special interest since Marvel plans to draw the story out for a year.

Captain America TM & © 1994 Marvel Entertainment Group

WARDANCER #1: This will be Defiant's flagship title, tying together the coming mega-cross-over. Many advance-orderers are not aware of this and when the cross-over hits, look for interest in this book to take off.

MARVEL STEPS BACK: Marvel will be introducing only a handful of new titles in 1994, quite a change from the flood of new titles in 1993. Obviously, Marvel has recognized that glutting the market is good for no one.

ENTITY: This company is smart enough to remain on the cutting edge by always coming out with a new first this or that. This time, the world's first chromium (Ninjak #1-style) DIE-CUT cover debuts from them in February. The book is **Zen Intergalactic Ninja** #1 and the cover price will be $3.95

WIN A LIMITED GOLD EDITION NINJAK #1!!!

We want you to help us spread the word about how cool Vantage is! Just fill out the coupon below, have your local store fill out their half, and send it in FAST! Hey, the odds are in your favor, because how many people are really going to bring this coupon back to their comic store and bug the guy behind the counter with it? If you win you'll get the Ninjak #1 Gold Edition for FREE . . . and of course the VANTAGE GIANT NOTHING (what?)! Plus, you'll see your name printed in Vantage! Wild!

READ THE RULES: 1) Surprise, surprise, no purchase is necessary. 2) To win, you must send in an entry (coupon) filled out by two people: The top gets filled out by YOU. The bottom gets filled out by the guy sitting behind the counter at your local comic shop. 3) You may send in your entry on another piece of paper, or on a photocopy of the coupon. 4) Send as many NINJAK contest entries as you want, but each contestant may send in only one per store. The store does not have to carry Vantage. You can mail your entries to us all in the same envelope, so feel free to hit every store in your city. Entries that are not signed by an actual store employee will be disqualified. Entries that are not 100% filled out and complete will be disqualified. Contest ends 3/28/94.

YOU KNOW THE RULES. YOU KNOW THE PRIZE.
FILL OUT THIS COUPON AND YOU COULD WIN:
NINJAK #1 GOLD!! PLUS THE VANTAGE GIANT NOTHING!!!

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Store Name:_____ City and State:_____

"I certify that I really do work for a comic store and that I really do want my customer to win free stuff."

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In Up N' Coming: Look under Vantage, in the middle of nowhere!

VANTAGE PRESS RELEASE REVIEW
Inside information for comic dealers and collectors!

Mail to: VANTAGE NINJAK CONTEST
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This entry should be mailed by the contestant, not the comic store!

Congratulations to Virgil Hayes of Elizabethtown, KY for wining our Batman #492 Platinum contest! Virgil is now the proud owner of a Platinum #492 and the Vantage Giant Nothing! Way to go, Virgil!

COMING IN APRIL OF 1994 . . .

VANTAGE PRESS RELEASE REVIEW #1000

BE THERE FOR OUR COOLEST ISSUE EVER!

NON-SPORTS PREDICTIONS: STRANGELY SIZED CARDS!

*There has been an explosion in the variety of chase card technologies in the recent past, but now some card companies are going to try different size cards as well - **Vantage**'s lead picks for February and March non-sports cards both feature unusually sized cards.*

Potential Card Picks

Sandman Cards (Skybox/DC)
Valiant Era Cards
Valiant Era Chromium Cards
Valiant Era Cards-in-Comics
Rai and The Future Force #21
Cornerstone Dr. Who Cards
Ultraverse II: Origins
Topps/Image Deathmate Cards

The set is rounded-out with a 3-D hologram of Dream (Sandman) which was created using a live model.

Cards From a Dream

Skybox has issued numerous sets of cards built around the DC Universe with mixed success, but the February release of the Sandman trading cards is an experiment in many ways. The cards are for a set of books aimed at a more adult market than those which other sets have been based on and is advertised as "Suggested For Mature Collectors."

Sandman cards are aimed at a non-superhero market (despite intersections with the DC Universe, the Sandman stories are Fantasy/Horror). The cards are being released without an "event" to build on (such as Superman's death or return or an anniversary).

Sandman and Death™ & ©1994 DC Comics

They are a strange size, the same width but roughly one inch longer than normal trading cards, and don't fit into any of the card holder sheets or boxes that dealers normally carry. The cards carry a suggested retail price of $1.99, higher than any other non-sports cards recently solicited.

The cards are knock-down gorgeous.

Fifty of the cards are reproductions of the original covers to Sandman issues one through fifty, with a checklist and original drawings by numerous artists making up the rest of the 90-card set. Prototypes of the cards have been given away routinely, but the prototype chase cards are what really caused a stir early this year - seven Endless Gallery cards featuring paintings of the Endless (main players in the Sandman series). These prototype cards have raised and etched foil borders which resemble picture frames; although the prototype cards have silver-colored foil, the actual chase cards will be gold-colored.

The set is rounded-out with a 3-D hologram of Dream (Sandman) which was created using a live model. If this has the impact of the Wolverine 3-D card in the X-Men II set which Skybox put out last year, this card alone should help push up demand. There are an average of two Endless Gallery cards per box, and one 3-D card for every five boxes.

Several factors will determine how Sandman will hit the market. They are almost certain to be a hit with current Vertigo customers, who *tend to be*

older and have more money to spend. The prices of Sandman and Death common cards in the previous DC card sets are generally higher than the other cards in the sets, so there is clearly already some specific interest in them from people who don't collect entire sets of cards.

If dealers can find a way to display and sell the card set (six pocket sheets are available as a special order, but snap boxes for complete sets aren't readily available), the cards should sell themselves.

Sandman™ & ©1994 DC Comics

CARD SHOWN ACTUAL SIZE

Perhaps in anticipation of dealers' needs, Skybox is also offering a binder which is designed to hold the longer than normal cards. It will be extremely important that dealers have these binders (or six pocket sheets) available if they wish to sell the Sandman card set. These binders are not only an important selling tool, but they come with special cover art and "a surprise from Vertigo," which leads **Vantage** to suspect that the binders may be as eagerly sought after as the cards themselves.

Sandman trading cards look like a potentially high-demand product that could sell well for dealers who display them properly.

Valiant Era, Take Two

The Valiant Era cards from Upper Deck came out last year, were well-received, sold well, and then died when *sports card* dealers got their shipments and dumped them on a marketplace that was looking for a few good chase cards, not more boxes. That set was made up of cards that reproduced the covers of the first 140 Valiant superhero comics, and in March the Valiant Era II cards will spotlight the next 140 covers.

As with the first set, there is another unseen art subset, but this time the X-O 0 card is replaced by a new "3-D HoloView" card. All this information by itself would seem to be enough to create interest in the set, but there are two wrinkles this time around.

The first possibly-overlooked wrinkle is that each box of cards will contain one of eight oversized cards depicting one of the Valiant wraparound covers (oversize here is 3.5 by 5 inches, something that would fit only in four pocket per page sheets). Valiant has produced different size promo cards in the past - *the Ninjak promo card came in two sizes, and the rarer larger card is commanding a significant premium, which points out the potential for price growth in the new special size wraparound cards.*

These larger cards can either be an additional source of income from the boxes (the oversized cards could sell immediately for a nice premium) or something to encourage customers to stretch and buy a box all at once instead of buying a pack at a time. **Vantage** suggests you may want to pick up these oversize cards cheaply from dealers who don't know what they have when the boxes first hit the market.

The other wrinkle is bound to be the most controversial card tie-in this year: the last fourteen cards will not be available in the packs - you will have to buy all fourteen of the comic books that Valiant ships in February to obtain them!

Bloodshot™& ©1994 Voyager Communications Inc.

These comics will *not* be polybagged — a new process will attempt to deliver the cards in a special pouch. As one last gimmick (sigh) you can either keep the fourteen cards, or mail them in (with a few bucks for postage) for **six chromium cards which will not be available any other way.**

Vantage has verified that even though these cards will feature the cover art from Valiant comics which already have had chromium promo cards

distributed (Bloodshot, Turok, Ninjak, etc.), *these will be different from the existing cards.* In anticipation of the potential for dealer over-ordering for the exchange program, print runs were capped at 200,000 copies of each book, roughly less than double the normal print runs.

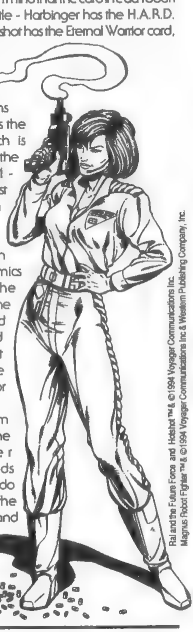
Many card collectors will not want to fool with buying the comics and sending in the exchange cards - they are perfectly happy to pay extra to buy the chromium cards at a store or show later on. Given the strong demand for Valiant's past chromium cover promo cards, these six cards could easily sell for significant premiums when they first become available. For little effort, **these six cards could be yours, their value potentially being much higher than the cost of acquiring them.**

If you are already buying a number of Valiant books to read each month, you might stretch to get all of them and take advantage of the exchange program.

A "complete" set of the cards sold will normally mean cards 1-126, while the last fourteen cards could all be worth a great deal more than ten cents — in fact, **it is quite likely that the fourteen cards will turn out to be more valuable than the comics that they came in.** Keep in mind that the short term effect of this program is to diminish the value of comics which don't have the cards attached significantly, and try to sell your cardless comics and replace them with those that have cards as quickly as possible (many reader/collectors who don't care about the cards will be more willing to buy the comics today, rather than a few months or years from now). If you unload the comics and deduct what you make from your overall cost of getting the chromium cards by mail, you'd have a nice shot of coming out ahead.

If you are snooping for an edge on the cards, or looking only to pick up the cards for your favorite characters, keep in mind that the card in each book is for a different title - Harbinger has the H.A.R.D. Corps card, Bloodshot has the Eternal Warrior card, etc. The only pairing that seems to be extreme is the X-O card, which is found in Rai and the Future Force #21 - one of the most popular cards in one of the least ordered books. If the print runs on the fourteen comics are not all the same, this is the card that should be the rarest and most sought after, giving it the most potential for price growth.

The bottom line here is that the mail-order chromium cards look good, as do the cards in the comics and Rai and the Future Force #21.



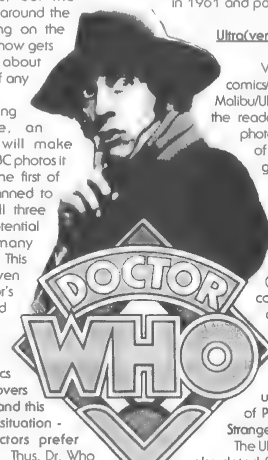
Rai and the Future Force and Hokahe!™& ©1994 Voyager Communications Inc.
Magnus Robot Fighter™& ©1994 Voyager Communications Inc & Western Publishing Company, Inc.

Whomania at the Card Shop

No less than three different sets of Dr. Who cards were solicited for February, and the most collectible set may surprise you. The fans of the show are enthusiastic, but the distribution of Who fans around the country varies depending on the television coverage the show gets locally, so be careful about buying mass quantities of any of the three.

Cornerstone is producing Dr. Who Series One, an authorized set which will make extensive use of all the BBC photos it could uncover. This is the first of three sets which are planned to give an overview of all three decades, and has the potential to produce a good many surprises from the archives. This is a 110 card set with seven chase prisms of the Doctor's personas, and will be sold (for now) only in packs.

Collector demand for the early Star Trek and other media-related comics is much higher for photo covers than for artwork covers, and this appears to be a similar situation - given a choice, collectors prefer photographs to artwork. Thus, Dr. Who Series One has nice potential.



No less than three different sets of Dr. Who cards were solicited for February, and the most collectible set may surprise you.

Imperial Collections is producing a 20 card set of art cards which depict the seven doctors as well as various other heroes and villains from the series. The one sample card **Vantage** has seen is nice, but that may not be enough due to the fact that, again, collectors prefer photos to artwork. This is important.

Dr. Who and related logo™ & ©1994 BBC

The most intriguing of the sets is being offered by Comic Images. They have unearthed the Doctor Who Collector Set, a collection of twelve cards produced in England in 1961 and packed in Typhoo Tea boxes.

Ultra(verse) Cards

Valiant isn't the only one with a comics/cards entry this month, as Malibu/Ultraverse has a special offer for the readers of its February books - photocopy the coupons from each of their twelve titles and you'll get some limited edition trading cards. Better yet, also enclose three coupons (or two coupons and a wild card) from the Ultraverse #1 comics and you get some additional cards as well (people who already sent in coupons for Ultraverse #0 apparently get credit for having done so, somehow - details to follow). At least it doesn't hurt the books! This should help put more upward pressure on the prices of **Prime #1, Hardcase #1,** and **Strangers #1.**

The Ultraverse II: Origins boxes are also slated for a February release from Skybox. The first set of cards was over-ordered, and the prices have gone low, so dealer interest (and orders) may be light on this second try. If the Ultraverse heats up enough to cause more consumer pressure for these cards, the supply is likely to be too small.

The Speculative Corner

Remember Deathmate? The series dragged out past reader interest due to late shipping, but the complete picture is still not available: the Topps/Image Deathmate cards are scheduled to (finally) ship in February. Dealers had their initial orders cancelled, and had to reorder these cards, and based on the orders for the similarly-treated Deathmate Red comic, most of them didn't order nearly as many (**Vantage** estimates that overall orders were cut in half).

DEATHMATE BLUE

Vantage still forsees demand for these cards because of the artwork, and there is a very good chance that they were severely under-ordered. Keep a close eye on the sales of these cards when they first come out. They could be a hit — or a dog.

All Brigade characters ™ & ©1994 Rob Liefeld
All Harbinger characters ™ & ©1994 Voyager Communications Inc

Quick Notes

River Group is releasing the Defiant Universe Collection (February) and the Dark Dominion Limited Edition Tin Set (March). Demand for these seems to be dependent on the comic books gaining a larger readership, and orders based on current comic sales are likely to be lighter than long term demand.

Comic Images is in sequels mode: Sorayama II (Chromium Creatures), William Stout II, and Boris IV (Magnificent Myths) should follow their earlier entries' sales trends, although the Sorayama may do better since it is an all-chromium set. There is also one new set coming from Ci, Beast Within: Ken Barr, which may get lost in the shuffle despite artwork from a veteran comics illustrator.

FPG has one fantasy set and one science fiction set, each built around the artwork of a successful bookcover illustrator. John Berkey Science Fiction Ultroworks (limited to 5,000 cases) and The Fantasy Art of Richard Hescox (2,500 cases) will be fighting for more shelf space in February and March.

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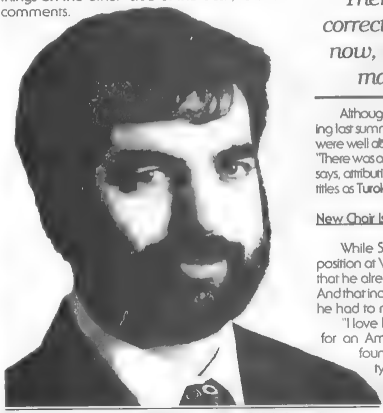
VALIANT PULLS IN NEW MARKETING PRO

by Janet L. Hetherington

Valiant Comics, a division of Voyager Communications Inc., has found a confident and supportive voice in Martin (Marty) Stever, its new Vice-President of Marketing and Communications.

While there has been some industry speculation that Valiant hired Srever to address the problem of sagging sales, Stever himself advises that Valiant brought him on to ease the workload and to provide an expert boost to Valiant's public relations, advertising, and distribution efforts.

"Jon Hartz was just spread too thin," Srever says, "and I'm able to add a number of ideas to the mix." In his newly created position at Valiant, Srever can draw on years of experience garnered at Capital City Distribution, Inc., especially his advertising work and his involvement with the production of **Advance Comics**. "At Capital, I did a lot of things on the *other* side of the desk," Srever comments.



Magnus Robot Fighter™ & ©1994 Voyager Communications & Western Publishing Company, Inc.

Valiant Efforts

But what about those sagging sales? "Yes, sales are down," Srever affirms, but he is also quick to point out, "*All* comic sales dropped. Everybody's sales are down. There is a market share correction taking place right now, and in fact, Valiant's market share is up."

To support this claim, Srever notes that Valiant holds a profitable 10% of the marketplace with only 15 books per month, as compared to Marvel Comics (30% of the marketplace with 140 books per month) or DC Comics (20% of the marketplace with 80 books per month). "Fewer books mean handling costs are lower, and there are less variable costs involved," Srever explains. In addition, Srever says that Valiant readers tend to read all the available titles. "When one title does well, it pulls the whole line along . . . which is most profitable to distributors," he says.

"There is a market share correction taking place right now, and in fact, Valiant's market share is up."

Although many perceive that sales were slumping last summer, Srever contends that Valiant's sales were well above what they were the previous year. "There was a big spike in May, June, and July," Srever says, attributing the increase to the popularity of such titles as **Turok, Dinosaur Hunter** and **X-O Manowar**.

New Chair Is Comfortable

While Srever has been functioning in his VP position at Valiant for only a few months, he says that he already feels comfortable in his new job. And that includes working in the Big Apple, where he had to move to join the Valiant team.

"I love New York," he says. "I first came here for an American Booksellers Convention and found it is much friendlier than the stereotype would have you believe." Srever is especially fond of the live music that New York offers in abundance.

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VALIANT (continued)

Marketing 101

Stever is now able to bring even more ideas to the table at Valiant, and many basic beliefs he held. Publishers shouldn't push books that retailers would like but ultimately do not appeal to consumers. He also takes issue with companies who spend megabucks to buy front covers and prime space in industry publications to promote their product. "Publishers pay to have their comics shown on the covers of mags like **Previews** and **Advance**. There's an attitude about things [comic books] that are going to sell through . . . that it depends on who puts the most money on the table," he says.

"1994 will be 'the year of the Visitor' . . . but who, or what that is, is a secret."

Still, it is now Stever's job to get Valiant on the front cover of those publications. The key to his marketing strategy is an old-fashioned commitment to quality. "If Valiant has a marketing plan, it's to tell great stories with great artwork," he says with enthusiasm. "I want to find good stories and advertise them . . . to be story-driven, not 'marketing-driven.' There are some comic companies that have a marketing plan in place long before the creators even produce anything. They're marketing 'events' — not stories. It's the wrong way to do things," Stever maintains.

That does not mean that Valiant will be forgoing special promotional issues or eliminating cover enhancements. Stever says some stories may deserve such special treatment. "If we do chromium covers, embossed covers, or extra-long foldout covers . . . that should be a decision driven by the story and by the creators," he says.

Stever wants to build reader loyalty by employing some common-sense ideas for Valiant comics. "Let the consumer know about it, get it on the shelf on time, and provide reading enjoyment," he advises. "That way they'll buy every month."

What's in Store for '94?

Stever hints that Valiant fans will have more books to read by the end of 1994. Although he says he can't reveal too much, he adds, "Look for 18 monthly titles." Among the new books will be two titles to debut in the summer of '94: **Timewalker** — an offshoot of the popular **Archer & Armstrong** book, and **Star Watchers** — an "outer space" title. In addition, Stever says, "1994 will be 'the year of the **Visitor**' . . . but who, or what that is, is a secret."

What is not a secret is that Stever firmly believes in comic books that are good to read, with artwork that enhances sound story-telling. "That's always been Valiant's vision," Stever says. "I just have to do a better job selling it."

VALIANT (continued)

Further raising Stever's "comfort level" is his genuinely bullish attitude on Valiant. He's most eager to promote Valiant titles and talent. "I feel the [Valiant] artists are not getting the representation they deserve," Stever states strongly. "Bernard Chang, Sean Chen, Bob Hall . . . they are as good as any comic pencilers . . . and we have them here already. They just need the publicity."

A heightened profile is what Stever plans to give Valiant's books and artists. In his new position as Vice-President of Marketing and Communications, Stever's job includes: Coordinating articles and interviews, handling public relations with the industry, fan, and public press, arranging for the creation and placement of advertising, and working with distributors. Again, this is where Stever's experience at Capital City Distribution, Inc. comes into play. "I know all the guys in the fan press," he says. "I've seen everything that publishers have thought up, and whether or not it works. I've seen the promotions, and I've seen the sales results."

Stever says that when he was "on the other side of the desk" at Capital, he often pitched ideas for marketing strategies to the various comic companies. As Stever tells it, other companies could take or leave the ideas, but more often than not, Valiant would listen.

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QUALITY RESPONSE

Comic creator and publisher Jim Shooter has had an intimate and turbulent past relationship with Valiant Comics, which he co-founded. When Martin Stever, new Vice-President of Marketing and Communications for Valiant, was asked his opinion on Jim Shooter's new Defiant comics line, he replied, "Judge Defiant on the quality of their comic books."

"Nuff Said!"

THE SURPRISING SECRET ORIGIN AND METEORIC RISE OF STEPHEN PLATT

He became an overnight sensation with his eye-popping stint on Marvel's ***Moon Knight****. But today's hottest young artist intends to be much more than a passing fad as he prepares for his debut on Rob Liefeld's* ***Prophet****.*

by JACK CURTIN

STEPHEN PLATT INTERVIEW (continued)

Stephen Platt was moving quite nicely toward his destiny one afternoon last January when a chance meeting in a bank nearly sidetracked him, at least for a while.

Not that Platt, the Toronto-based young artist who exploded onto the scene last summer with *Moon Knight* #55, sees it that way. "Everything happens the way it's supposed to happen, when it's supposed to happen," he says.

However you figure it, it's a great story.

Consider: a year ago, nobody had even heard of Stephen Platt.

And not too long before that, Stephen had no intention whatsoever of seeking a career in comics.

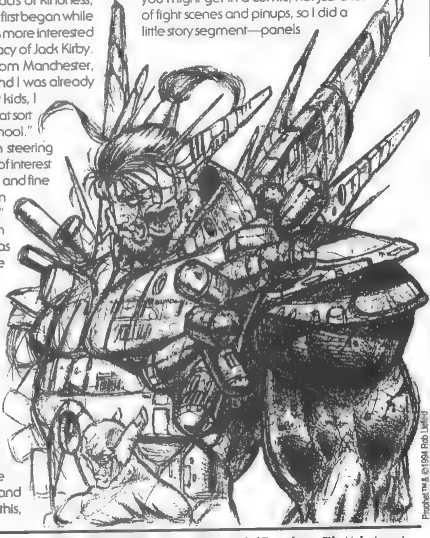
Today, the news that Platt is leaving Marvel to join Rob Liefeld's Extreme Studios and become artist and co-plotter on Image's *Prophet* is considered big news, the sort of power shift that sets tongues to wagging and rumors to flying.

What turned out to be an extraordinary cycle of chance meetings, random acts of kindness, and unstinting encouragement first began while Platt was an art student who was more interested in the Old Masters than the legacy of Jack Kirby. "My family came to Toronto from Manchester, England, in 1977," he says, "and I was already drawing even then. Like most kids, I had an interest in comics, but that sort of faded once I got into high school."

At school, teachers began steering him toward more serious areas of interest like art history, the Renaissance, and fine arts in general. "It was a direction I wanted and needed to go," he says. "I was very interested in learning and understanding as much as I could about the whole world of art. I certainly looked at comics now and then—if you go through my notebooks from school you'll find all sorts of doodles where I'd sketch Superman or Batman or some other super-hero when my mind wandered—but I was never a real comics freak."

Friends, however, were more tuned in. And they kept bringing things to Stephen's attention. "Guys at school were always bringing me comics and saying 'you've got to look at this, Stephen, check it out,' that sort of thing. I would see *Heavy Metal* regularly and was very impressed by many of the European artists," Platt recalls, "and I was really impressed by Frank Miller's *Dark Knight*. Then one day somebody showed me Todd McFarlane on Spider-Man—I think it might even have been *Amazing Spider-Man* #328, Todd's last issue before he took over his own book—and it just blew me away. It was so exciting to look at, so dynamic and aggressive, I'd never seen anything like it. And you could tell he was having a good time doing it. I started to think that maybe I could do that too, and have a good time doing it."

Stephen prepared six sample pages, planning to submit them to Marvel Comics, where McFarlane and other "hot" artists were setting the standards in those pre-Image days. "I did a Punisher-Wolverine segment," he says. "I figured they'd want to see everything you might get in a comic, not just a lot of fight scenes and pinups, so I did a little story segment—panels



Prophet TM & ©1994 Rob Liefeld

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with characters just talking, backgrounds, a lot more than just guys punching each other out."

Platt took his sample pages to a Toronto comics convention in January of last year and—this being one of those stories where good things happen with astonishing regularity—almost the first person he talked to was living legend and convention guest Stan Lee. "He is a really sweet guy," says Platt, "and very approachable. I showed him my work and he said 'go for it.' He was very encouraging."

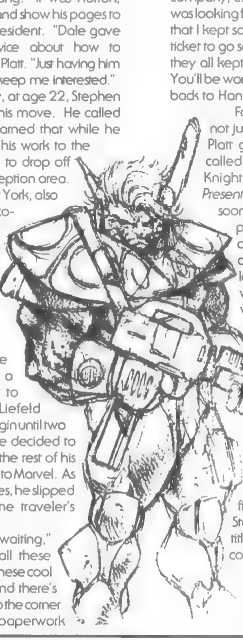
Another convention attendee to whom Platt displayed his wares was Brian Hotton, scripter for Dale Keown's *Pitt* at newly-formed Image Comics. And no sooner did Stephen get back home than the phone rang. It was Hotton, asking him to come over and show his pages to Keown, another Toronto resident. "Dale gave me some excellent advice about how to improve my samples," says Platt. "Just having him like what I'd done helped keep me interested."

Finally in late February, at age 22, Stephen Platt was ready to make his move. He called the Marvel offices and learned that while he could not get in to show his work to the editors, he was welcome to drop off sample packets at the reception area. He scheduled a trip to New York, also knowing that Image co-founder Rob Liefeld was going to be appearing at Jim Hanley's Comics Universe during his visit. "I didn't know exactly how, but I was definitely going to be sure that Rob saw my pages," he says.

Platt showed up at the Hanley store at noon on a brisk February day, only to discover that the Liefeld appearance would not begin until two o'clock that afternoon. He decided to go back to his room, get the rest of his samples and deliver them to Marvel. As he neared the Marvel offices, he slipped into a bank to cash some traveler's checks.

"I'm standing in line waiting," he remembers, "when all these people come in wearing these cool Marvel Comics jackets. And there's one guy who goes over into the corner and starts doing some paperwork before getting into line and I'm thinking 'do I or don't I?' Finally, I just got out of line and went over to him. I asked where I could get one of those jackets and he told me he worked at Marvel. 'You work at Marvel?' I said, 'Hey, can I show you some samples?' And he said, 'Sure.' And that's how I met Whitey, and Whitey was the guy who opened all the doors for me."

"Whitey" was Jesus Gonzalez, who works in the Marvel Star Department. "You just come to the front desk at two p.m.," he told Platt, "and ask for me. I'll take you around." Among those Platt met once he was inside as Whitey's guest was Mariano Nicieza (Fabian's brother), who promised to show his samples around the company, especially to Terry Cavanaugh, who was looking for an artist. "The funny part of it was that I kept saying I had to leave, that I had this ticket to go see Rob Liefeld," laughs Platt, "and they all kept saying 'No. No need to do that. You'll be working for us soon.' So I never did get back to Hanley's Universe."



Fortunately, the guys at Marvel were not just talking the talk. Two days after Platt got back to Toronto, Cavanaugh called, offering him a four-part Moon Knight assignment for *Marvel Comics Presents*. Stephen eagerly accepted. No sooner had he finished the first eight-page segment of the *MCP* assignment, however, when Marvel called again. The regular artist had left *Moon Knight* and, since the book was scheduled to be canceled, it was difficult to find anyone willing to take it on. Cavanaugh, the title's writer, had shown Platt's samples to *Moon Knight* assistant editor Karl Bollers, who had in turn brought them to new editor Sarra Mossoff. Now she was on the phone: would Stephen like to take over the book as regular artist for the rest of its run?

Less than four months after first showing his samples around, Stephen Platt was penciling a monthly title for the biggest and most successful company in the industry.

Platt's debut in issue #55 was a smash hit, catching not only the attention of the fans, but that of *Cable* editor Bob Harras. He

continued Platt's phenomenal string of career-making telephone calls by asking him to take over that title after his *Moon Knight* run. It was one of those proverbial offers that can't be refused ("Gee, and I was hoping they'd offer me *Quasar*," Platt jokes), and one that seemed to portend a brilliant Marvel career as Platt's work on *Moon Knight* #56-57 (the latter with a Spider-Man "homage" to inspiration Todd McFarlane) continued to garner raves.

"...It's kind of frightening that I've just started and everybody's paying so much attention to what I do."

And then that magic phone rang once more. This time, it was Rob Liefeld on the line. "He'd seen the *Moon Knight* stuff and heard some of the talk and wanted to know if I'd be interested in coming over to his Extreme Studios and working on *Prophet*," says Platt, still with some amazement. "First I said yes, and then I told him all about the time I missed him in New York. He said 'Damn. I would have hired you on the spot.' So you see, whatever is supposed to happen, happens."

With a maturity not always manifested by some of his peers in the industry, Platt made sure to tell Harras about the new opportunity as soon as it was agreed upon. "I don't think anybody can get mad at you for taking a better offer and improving yourself—and let's not be naive about what Image can offer a young artist—but you never leave anybody in the lurch. That's totally unprofessional. I told Bob I'd be more than happy to do a couple of issues of *Cable* if he need me, but he very graciously said I'd given him enough time to find someone else."

Platt did only the covers to *Moon Knight* #58-59; #60, his last complete issue (and the last issue of the title in this current run), will appear in February. His first *Prophet*, issue #5 is scheduled for March.

"I'm co-plotting as well as drawing," he says, "and Rob has given me incredible creative freedom to develop the character. I see John Prophet as pretty much a blank slate. We really don't know that much about him, and I want to fill in the missing pieces. Rob wants an exciting book, and so do I, but you can't just have fight scenes page after page. You have to make people care about the character, let them get to know him. That's what I'm looking forward to, giving him a personality."

Will Platt change his style when he does *Prophet*? "I don't even know that I have a real identifiable style yet—I mean, I've only done four comic books—so I'm just concentrating on storytelling. But I wouldn't be at all surprised if what I'm doing twelve issues from now has a totally different look than what I'm doing now. Part of the artistic process is growing and changing."

Does the future hold a title of his own? "I'm committed to *Prophet* for the foreseeable future. After that, we'll see. When I think I'm ready, and Rob thinks I'm ready, and if I want to do a book of my own, then we'll talk about it. There's plenty of time."

Finally, how does he feel about this whole "overnight sensation" phenomenon? "Is that really what I am? Yeah, I guess it all did happen faster than usual. I still remember Terry Cavanaugh telling me that the whole comics business has changed, that there's this jet stream out there now and if you get caught in it, you just shoot straight up. The fans put me in that jet stream, and I'm very grateful for that, but it's kind of frightening that I've just started and everybody's paying so much attention to what I do."

"You know, as fast as you come in the door, you can go right back out again. If you're just the hot new guy, there's always the next new guy waiting to happen in a couple of months. If people really like what you start out doing, the big danger is that you just keep on doing it and never change. You never grow. I don't want that to happen to me."

DC Comics

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FEBRUARY 8

Shade, the Changing Man #46

VERTIGO

1.95
(W) Milligan (P) G. Dillon (I) G. Dillon
(C) Bachalo
Painted cover by Chris Bachalo
Suggested for mature readers. New Format.

Lenny leaves the Hotel and Kathy for good with a newfound friend. Meanwhile, Shade seeks advice from Pandora's Box but gets much more than he bargained for. This issue is illustrated by artist Glyn Dillon.

Star Trek® #59

1.75*
(W) Weinstein (A) Garzón
(C) Jerome Moore
New Format.

A hostile alien ship continues to bombard a Federation colony with deadly radiation. Meanwhile, on the planet, a popular uprising topples the leadership and Spock is taken hostage along with Chekov's old flame.

Superboy #3

1.50*
(W) K. Kesel (P) Grummett
(I) Hazlewood (C) Grummett/K. Kesel
Standard Format.

Scavenger, a high-tech pirate, commits a crime right under Superboy's nose, leading to a showdown inside a seething volcano.

Superman: The Man of Steel #32

1.50*
(W) L. Simonson
(P) Bright (I) Janke
(C) Bogdanove/Janke
Standard Format.

Part 4 of the 5-part "Bizarro's World," continued from ACTION COMICS #697: Superman captures Bizarro, rescuing Lois but the Man of Steel must take his imperfect clone to the only place that could possibly save the deteriorating duplicate: Lexcorp. **Concluded in SUPERMAN #88.**

Valor #18

1.50
(W) Waid (P) Doran (I) McDowell
Standard Format.

Following the events of "D.O.A.," Valor is dead and the space-time continuum is unraveling. The Legionnaires valiantly attempt to sort out the chaos but are overwhelmed ...until they get help from an utterly unexpected source.

Wonder Woman #85

1.50*
(W) Messner-Loebs (P) Moder (I) Parks
(C) Bolland
Standard Format.

In the aftermath of Wonder Woman's confrontation with Ares Buchanan, events are set in motion that involve Diana in swiftly escalating violence as her friends are made pawns in a deadly game.

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FEBRUARY 15

Batman: Shadow of the Bat #26
1.75
(W) Grant (P) Blevins
(C) Steffreeze
Painted cover by Brian Steffreeze
New Format.

Continuing "Knightquest: The Crusade," following the adventures of Batman: True love never dies, but it can be a motive for murder — a lesson Batman quickly learns when he encounters the Clayfaces

The Demon #46
1.75
(W) Ennis (A) McCrea (C) McCrea
New Format.

An old Nazi general summons the bodies of his long-dead soldiers in a twisted scheme to win the war they lost fifty years ago Now the Demon Etrigan battles these returned Nazis alongside a real blast from the past the crew of the Haunted Tank and the deranged ghost of General J.E.B. Stuart

Direct Currents #74
(bundles of 100)

The direct-market source for current DC listings is DC's own DIRECT CURRENTS This issue describes books featured in May COMING COMICS Check with distributors for the price of this item

Green Lantern #51
1.50*
(W) Marz (P) Banks (I) Tanghal (C) Banks/Tanghal
Standard Format.

The ol-new Green Lantern, clad in a new GL costume, has a trial by fire in the use of his ring as he battles the deadly Ohm. Elsewhere, the alien conqueror Mongul — the cyborg Superman's accomplice in the destruction of Coast City — escapes his captivity, vowing vengeance on Green Lantern. DC supports this issue with a 4-color promotional poster designed to be displayed alongside the one for GREEN LANTERN #50, giveaway pins, and with house and trade ads. For more information, see the feature article.

Hawkman #8
1.75
(W) P. Kupperberg (P) McDonnell
(I) Villagran (C) Duursema
New Format.

In Part 2 of the 2-part "King of the Netherworld," Mongrel, though shaken by the accidental death of Mustang Suzy, continues his iron-handed lordship over Chicago's outcast metahumans Hawkman is forced into a no-holds-barred battle with this New Blood character to prevent further deaths and avert an all-out war

Hellblazer #76
1.95
(W) Ennis (A) S. Dillon
(C) Fabry
Painted cover by Glenn Fabry.
Suggested for mature readers New Format.

Constantine prepares in earnest for his final confrontation with the First of the Fallen beginning with a trip to Ireland for a chat with an old, dead friend

Icon #12
1.50*
(W) McDuffie (P) Bright
(I) Gustovich (C) Bright
Standard Format.

Buck Wild, Mercenary Man — the most embarrassing '70s archetype ever — makes his explosive, senses-shattering debut But Icon and Rocket are even more embarrassed to find him on their side

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The Newlin Company, Inc.

NEWS RELEASE

FOR: DEFIANT™ **FROM: The Newlin Company**

Contact:

"GOOD GUYS™" COME ALIVE IN ANAHEIM

-- Contest Winners Meet The Creators of Their Comic Book Alter Egos And Stun Them With Mirror Image of Art and Life --

NEW YORK, Dec. 6 -- When the eight **GOOD GUYS** convened in **Anaheim** to celebrate their selection as stars of **DEFIANT's** newest comic book, even **DEFIANT's** own staff of artists, writers, editors and inkers was stunned by the eerie match between the kids and the characters they had been selected to become. It was the culmination of a year-long odyssey to find real kids to populate one region of the **DEFIANT** Universe. The event included a laser light show, signings by legendary comics creator **Jim Shooter** and his band of **DEFIANT** creatives, and the introduction of the **GOOD GUYS** to hundreds of enthusiasts packed into Chuck Rozanski's Mile High Comics Mega Store in Anaheim.

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"We were all blown away by the mirror image between art and life," said **Deborah Purcell, DEFIANT's™** editorial director who screened submissions to ***THE GOOD GUYS™ CASTING CALL CONTEST***. "One young fellow, **Zack**, has the same first name as his comic book alter ego, and the same part-time job as a paperboy. Another, called **Recon™** in **THE GOOD GUYS™**, became quickly known among his peers as incredibly observant and a people watcher. **Flex™**, described in the comic as a girl with an 'indomitable spirit,' was there despite having broken her back in an automobile accident just three weeks before."

The concept for **THE GOOD GUYS** was to take eight ordinary kids and grant them their dreams of becoming superheroes. The "ordinary kids" were selected from more than 2,000 younsters across the country, based on a written submission and a photo. **DEFIANT** believes this is the first time a comic book has been "cast" as if it were a movie.

-- Thousands Were Called: Eight Are Chosen --

The entries flooded **DEFIANT's** Manhattan offices during the contest. According to **Purcell**, who read every one of them, there was a touching quality to the winners' entries that set them apart from the rest.

"I was struck over and over again with the yearnings of these kids," she said. "One young man told us he wanted to 'have the power to change the world for the better.' He even wrote, **'Jim Shooter**, keep your money and your trips. I just want a chance to make some good in a world full of hate, even if it is in the pages of a comic book.' "

(more)

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Another entrant wrote that she wanted her superhero to 'be one that uses her brain to get out of tough situations, rather than violence.' One said that 'intelligence should always be used to help others and do good.'

"One turned out to be an especial favorite around our offices," said **Purcell**. "He explained, 'Before this contest, I loved to draw and read and collect comic books, but I never realized how much work went into them. I really have a newfound respect for all the people who have anything to do with a comic's production.' "

– Holiday Weekend With New DEFIANT™ Family –

"The amazing thing for all of us at **DEFIANT** was how quickly these kids and their families became like our family," said **Grey**, who drew all the characters from photos before he met the actual kids. "It seemed like we'd known the kids forever because we'd been writing about them for so long. Meeting them was like seeing them come to life. We had a great time together and really became close during Thanksgiving weekend in **Anaheim**."

The winners of ***THE GOOD GUYS™ CASTING CALL CONTEST*** were invited to come to **Anaheim** with a family member, courtesy of **DEFIANT**. In addition to royalties from future comic book sales, they each received a **$1,000**, plus a trip to **Disneyland** and, of course, the opportunity to meet and get to know the members of the **DEFIANT** team who had been instrumental in the creation of the concept and their characters.

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There was an informal dinner at the Hyatt Regency Alicante Hotel on Friday night, Nov. 26, with the **DEFIANT**™ crew and the **GOOD GUYS**™ at which time they received their checks and official **GOOD GUYS** jackets. Early the next morning, the group descended on **Disneyland**, staying there all day, while **DEFIANT** writers, editors, pencilers and inkers did signings at the Mile High Comics Mega Store throughout the afternoon.

"It was a night we'll all remember, almost like the Academy Awards," said **Shooter** founder and president of **DEFIANT**. "We had Klieg lights in the sky, a laser light show in the store itself, red velvet ropes to cordon off the crowd and red carpeting rolled out for the **GOOD GUYS**' entrance and introduction to hundreds of comic book enthusiasts and members of the media. The organizational skills of Chuck's staff at the store were really called into play to manage the crowd and the intricate timing of the event."

# # #

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The Newlin Company, Inc.

FOR: DEFIANT™ **FROM: The Newlin Company**

CONTACT:

FACT SHEET:

THE GOODS GUYS™

-- Be Careful What You Wish For -- You Just Might Get It! --

PLOT SUMMARY: When a quantum shift in reality fuses with a child's imagination at a California comics store, eight kids age eight to 16 years get what they wish for: to be like their favorite superheroes.

One can fly. One has super strength. One can make himself invulnerable. One can become invisible. One can perform wizard-like feats of magic. One can shoot beams of searing heat from his hands. Two gain incredible speed, strength and catlike grace.

But what happens when average kids like these get superpowers? As our young friends discover, it is not all fun and games and glory

MAIN CHARACTERS Six boys and two girls, aged eight to 16 years. (See below) Also, **"Icarus"** (a.k.a. Dan Neale), father of **"Tyler."** He gained the power to fly and manipulate energy during the event that empowered the kids, as well.

PAUL COHEN His superhero name is **"Front"** and he is best friend of "Nobody." His superpower enables him to surround himself with an impenetrable force field.

- **Las Vegas, Nev.**
- **Age 13**

(more)

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fact sheet/page two

MATTHEW GYRICH — His superhero name is **"Scrag"** and he is the brother of "Spellcaster." His superpowers are super-agility and acrobatics

- **Pittsburgh, Penn.**
- **Age 14**

DANIEL JACOB — Known as **"Recon,"** he has bird-like powers, such as flight, heightened senses.

- **Seattle, Wash.**
- **Age 15**

REGINALD JACKSON — This is **"Nobody,"** best friend of "Front." He can become invisible.

- **Chicago, Ill.**
- **Age 14**

JENNI LEE — The character **"White Crane,"** who has super-agility, grace and acrobatic skills.

- **Arcadia, Calif.**
- **Age 16**

JEFF MILLER — Called **"Heater,"** he is able to shoot heat rays.

- **Las Vegas, Nev.**
- **Age 15**

LAURA NEALE — This is **"Flex,"** daughter of **"Icarus."** Her superpower is super-strength. (She is the young woman who broke her back in an automobile accident just weeks prior to the event in Anaheim and through real strength and commitment was able to join her fellow **GOOD GUYS** for the weekend.)

- **Canoga Park, Calif.**
- **Age 15**

ZACHARIAH SAHS — **Zack,** also called **"Spellcaster,"** brother of **"Scrag."** He receives magic powers.

- **Morehead, KY**
- **Age 8**

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Extreme Studios

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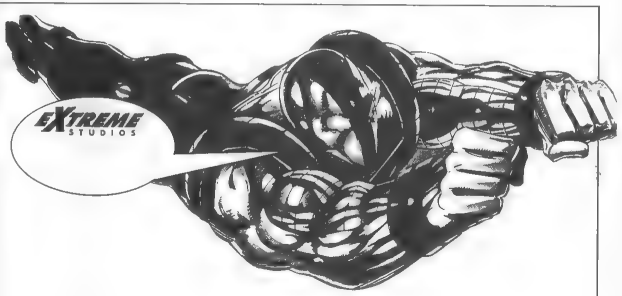

FOR IMMEDIATE RELEASE

YOUNGBLOOD ANIMATED SERIES '94

ROB LIEFELD BRINGS YOUNGBLOOD TO TV

Rob Liefeld unites with Roustabout Productions -- a newly formed animation company composed of six of the pre-eminent animators in the cartoon industry. The six animation artists are veterans of Batman, The Animated Series, The X-Men, Animaniax, Darkwing Duck...they've worked on everything. "I was in negotiations with just about everyone for a Youngblood animated series when they [Roustabout] walked into my office,' stated Liefeld. "They blew me away! Their presentation was fantastic and the decision to go with them was made later that afternoon." The terms of the deal are as yet unknown, but Liefeld will retain complete ownership of his Youngblood characters, a point which was not an option with the other companies involved in the negotiation process and an unprecedented move in animation.

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"This is a much more comfortable fit for me," Liefeld says. "I relate to these guys as artists. Between the six of them, they bring over 60 years of experience to this project. What they're doing in animation is exactly what we did in comics -- breaking from the corporate structure to master their own destiny. They 're very familiar with the Youngblood characters and very excited about making this the event of the '94/'95 season." Both Liefeld and Extreme editor Eric Stephenson will collaborate with Roustabout on a story bible for the series.

Work has already begun on the Youngblood Animated Series and a two minute promotional short will be made available to the public sometime before Christmas. "We have stuff planned that is absolutely groundbreaking in scope," says Nick Dubois, spokesman for Roustabout. "Not only in terms of the animation itself, but in terms of marketing and distribution." Adds Liefeld, "Characters from both the Team Youngblood and Youngblood titles will characterize the team membership. The roster we're working with now includes Sentinel, Shaft, Die Hard, Badrock, Vogue, Riptide, Chapel and Troll."

Look for heavy crossovers with characters from other Extreme Image books -- appearances already planned include Brigade, Bloodstrike, Supreme and Prophet. Liefeld concludes, "We are very close to signing a network deal and we expect to make an announcement soon."

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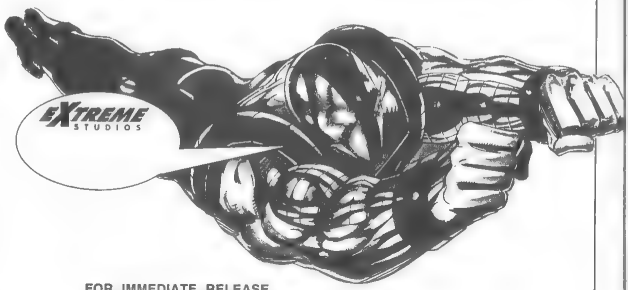

FOR IMMEDIATE RELEASE

BLOODSTRIKE GOES TO THE CHAPEL

From ***Youngblood*** to ***Youngblood Strikefile,*** to the pages of **Spawn**, Image's hottest character, Chapel, unites with ***Bloodstrike*** to lead the legions of undead. Discharged from Youngblood, slowly decaying from within, Chapel seeks to command an unwilling team formerly led by Cabbot -- who's dealt with the nefarious Chapel in the past! This bold new direction starts with ***Bloodstrike #7*** (featuring a red hot Jae Lee cover and interior pencils by Richard Horie from ***Brigade #4***) and offers new readers the perfect opportunity to hop on board! Running concurrently in the story are big changes with Project: Born Again thanks to the Covenant of the Sword -- who readers of Erik Larsen's ***Superpatriot*** will be familiar with.

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Majestic Entertainment Print Run Information

ENTERTAINMENT, INC.

Product	Description	Print Run/Pack
Future Stars '93 1	100 Comicard Set	2500 Cases
Hot Picks Subset	8 card dyna etch foil card subset	Packed 1-2 per box
Star Players Subset	5 card foil stamped card subset	Packed 1-2 per box
Legacy #0 Ashcan Subset	9 card black and white preview of Legacy #0	Packed 1-2 per box
MVP foil card	Redeemed for Bonus Card #98, not part of set	One Bonus Card per box
MVP autographed foil card	Dyna etch foil card autographed by Dan Lawlis	Packed one per case
Future Stars '93 1		
Prototype Set	3 card prototype set	10000 sets
Promo Card Set	3 card promo set	10000 sets
FutureStars 2 Promo	3 card promo set	10000 sets
Limited Edition Prints	Numbered 1-5000, full color 8.5" x 11" prints	
Chicago Comicon '93	Legacy #0 Promo card print	5000 prints
Chicago Comicon '93	Legacy Villians print	5000 prints
SanDiego Comicon '93	Legacy #1 Cover print	5000 prints
SanDiego Comicon '93	Punch Hurt Kill Kill print, pin up from Legacy #1	5000 prints
Ashcans		
Legacy #0 San Diego Ashcan	8 page black and white ashcan	10000 copies
Legacy #1 San Diego Ashcan	8 page black and white ashcan	10000 copies
S.T.A.T. #1 San Diego Ashcan	8 page black and white ashcan	10000 copies
Legacy #0 Comicard Set	150 Comicard set	1000 Cases
Character card subset	9 card dyna etch set	Packed 2 per box
S.T.A.T. #1 Ashcan Subset	9 card black and white preview of S.T.A.T. #1	Packed 2 per box
Legacy #1 Ashcan		Packed one per box of Legacy #0 Comicard
Legacy #0 Promo Set	9 card full color promo set of Legacy #0	5000 sets
Legacy #0 Binder, Silver Edition		Printed to order
Legacy #0 BinderCard, Silver Edition	One per Silver Binder	
Legacy #1/S.T.A.T. #1 Flipbook	One per Silver Binder	
Legacy #0 Binder, Gold Edition	As premium for one case order of Silver Binders	
Legacy #0 BinderCard, Gold Edition	One per Gold Binder	
Legacy #1/S.T.A.T. #1 Flipbook	One per Gold Binder	
Legacy #0 Silver Edition Comic	Comic edition of Legacy #0	10000 copies
Legacy #0 Gold Edition Comic	Comic edition of Legacy #0	5000 copies
Legacy #0 Platnum Edition Comic	Comic edition of Legacy #0	2000 copies
Legacy #0 Diamond Edition Comic	Comic edition of Legacy #0	1000 copies
Legacy #1 Comic	32 pages full cover/$2.25 cover price	70000 copies
Legacy #2 Comic	32 pages full cover/$2.25 cover price	40000 copies
STAT #1 Comic	32 pages full cover/$2.25 cover price	40000 copies
STAT #1 Foil Edition Comic	32 pages full cover/$2.25 cover price/Foil cover	10000 copies

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Malibu

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MALIBU COMICS ENTERTAINMENT, INC.

ULTRAVERSE COMING ATTRACTIONS

PROTOTYPE

Don't miss *Prototype* in 1994! *Prototype* is written by *Prime*'s Len Strazewski and *Dinosaurs For Hire*'s Tom Mason. Following *Break-Thru*, Prototype will see his world change forever. "Len and I have developed a new villain, Arena, who will appear in a two-part story in *Prototype* #7-8," co-creator Tom Mason said. And since Len is the co-writer (with Gerard Jones) on *Prime*, fans can look forward to "a re-match between Prototype and Prime--they had a 'misunderstanding' in *Prime* #3!"

Prototype #0 is being serialized in *The Malibu Sun* beginning in January. The four installments are written by Mason & Strazewski and illustrated by Gordon Purcell.

Also in 1994, fans can expect a crossover between Prototype and Warstrike (from *Mantra*); and the return of a special guest star from Malibu's *Flood Relief* comic book that was created for the Red Cross.

A new art team, penciller Roger Robinson and inker Jeff Whiting, join *Prototype* with issue #5.

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ULTRAVERSE COLLECTOR TIPS

PROTOTYPE

- FIRST APPEARANCE ALERT: WRATH #1 is the new Ultraverse title debuting in January by David Ammerman and Mike W. Barr. Wrath had his first appearance in PROTOTYPE #3.

- CROSSOVER: PROTOTYPE #5, on sale in December, features the first of a two-part crossover with The Strangers. The story concludes in THE STRANGERS #7, also in December, and serves as a prelude to BREAK-THRU #1, the giant Ultraverse crossover by Gerard Jones & George Pérez.

- GUEST STAR: Prototype is the star of FLOOD RELIEF #1, Malibu Comics' Ultraverse title created for the Red Cross to raise money for victims of the recent midwest floods.

- GUEST COVERS: PROTOTYPE #5: Jerome Moore. PROTOTYPE #6: David Williams. PROTOTYPE #7: Jerome Moore.

- NEW ARTISTS: Beginning with PROTOTYPE #5, Roger Robinson and Jeff Whiting take over the art.

- NEW VILLAINS:
  --Heater appeared in PROTOTYPE #5 and gets his own trading card in Ultraverse II: Origins from Skybox in February.
  --Arena appears in PROTOTYPE #7 and #8 and gets his own trading card in Ultraverse II: Origins from Skybox in February.
  --Prototype, Veil and Ranger will also be getting their own trading cards.

- PROTOTYPE is written by Tom Mason & Len Strazewski, illustrated by Roger Robinson & Jeff Whiting.

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NEWS

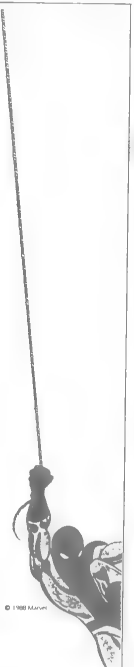
RELEASE DATE: IMMEDIATE

SPIDER-MAN MAGAZINE SWINGS INTO ACTION;

MARVEL COMICS SPINS TOWARD CHILDREN'S MARKET

NEW YORK---With a new cartoon series to debut on Fox in fall 1994 and a full-length feature in development, what's next for Spider-Man, Marvel Comics' well-known webbed wonder?

Marvel Entertainment Group, Inc. will spotlight the wall crawler in **Spider-Man Magazine**, a new 32-page magazine for children. Each issue will include two brand new comic stories, as well as a variety of interactive features for kids ages 6-10.



Debuting in February 1994, every issue of Spider-Man Magazine will include games, puzzles, jokes and trivia quizzes. Monthly features

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include "Spidey's Amazing World of Nature," a full-color, non-fiction photo feature complete with amazing facts and figures, and "Create Your Own Super Hero (or Super-Villain)," the brainchild of a young reader complete with illustration and text. In addition, the premier issue of **Spider-Man Magazine** will feature a sneak preview, uncut sheet of Fleer's first-ever series of Marvel trading cards, with four X-Men Ultra Cards, which will be in stores in late January, and four Spider-Man Marvel cards, which will debut in the spring.

Not just a traditional kids' magazine, **Spider-Man Magazine** will introduce young readers to the world of comics with two brand new stories created especially for the magazine: "Circus of Crime," starring Spider-Man, and "Teamwork," starring The X-Men. Future issues will feature other characters from the Marvel Universe.

"**Spider-Man Magazine** represents a ground-breaking new concept," said David O'Brasky, Marvel vice president, group ad sales. "It provides the perfect entry

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into comics for advertisers targeting the youth market."

"**Spider-Man Magazine** will combine the comic book action youngsters love with challenging games and activities important for beginning readers," said Michael Hobson, Marvel group vice president, publishing. "It combines the excitement and action synonymous with the Marvel name in an easy-to-read format, featuring larger panels and lettering perfect for young readers."

Spider-Man Magazine's first issue will contain 36-pages, including a four-page pull-out premium, and carry a maximum of 14 advertising pages, including three cover pages. The magazine will launch with an initial distribution of 300,000 copies and will sell for $1.95. Ad close for the debut issue of **Spider-Man Magazine** is December 8, 1993.

The premier issue of **Spider-Man Magazine** will feature a cover by the legendary comic book artist, John Romita. The magazine will also include an X-Men fill-in

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and word search activity; a challenging Spider-Man maze; and a trivia quiz guaranteed to test even the most avid Spider-Man fan.

The brainchild of creator Stan Lee, Spider-Man first appeared in "Amazing Fantasy #15" in 1962, and has continued to enthrall readers of all ages with his web-slinging adventures in crime fighting. Spider-Man has been climbing to new heights lately, with a Fox network animated series slated for fall 1994 and a feature film in the works from writer/director James Cameron of Terminator 2 fame. In addition, Spider-Man appears daily in a King Features syndicated comic strip in newspapers throughout the world. Spider-Man is also the spokesperson for the National Committee to Prevent Child Abuse.

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Raven publications

Press Release

In the latest release, entitled Fenry, from Raven Publications, an ancient Demon Wolf awakens from his cryptic slumber to stalk humanity. Only his age old immortal nemesis, Korbyn, can hope to stop this abomination and his legion of Hell Spawn from possessing the souls of the populace. Korbyn will need to draw from his mystical Indian powers to stop the Fenry, along with the help of Jerry, a New York City cop. This horror tale takes place in modern day New York City.

Fenry is a full color, painted, 48 page milestone graphic novel which also includes a limited run of Platinum Edition copies. It's currently available through your local comic book store. Look for Part 2 of this series to be released in May 1994! Same prestige format, full color, and 32 pages.

From the creative team of:

Nathan Massengill	Painter/Artist
Ken Kushner	Writer
Frank Sacco	Editor
Sonny Nardone	Creator

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SkyBox Int'l

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SkyBox INTERNATIONAL

PRESS RELEASE

FOR IMMEDIATE RELEASE

SKYBOX PRESENTS *THE THREE MUSKETEERS* TRADING CARDS

DURHAM, NC - Chivalry Heroism. Love. The story of *The Three Musketeers* has all of these elements and more. The adventurous story has been captured in an exclusive series of trading cards from SkyBox International, Inc., which are now on their way to stores.

The Three Musketeers trading cards, based on Walt Disney Pictures' fall movie release, includes 90 cards in three collectible subsets from SkyBox International. Story cards detail the events of the film, character cards feature the top stars of the movie, and a special behind-the-scenes subset highlights the making of the film.

Three fantastic bonus Spectra cards and four foil-embossed cards depict custom animated drawings inspired by the film. These cards are randomly inserted in eight-card packs of *The Three Musketeers* trading cards, which carry a suggested retail price of $1.29.

The action-packed film is based on the classic tale by Alexandre Dumas of four dashing young swordsmen who fight to protect King Louis XIII in 17th century France. Their journey to save the King is filled with countless duels and battles, adventure and suspense. Highly-regarded actors Kiefer Sutherland, Rebecca DeMornay, Charlie Sheen, Tim Curry and Oliver Platt will make this latest remake of *The Three Musketeers* a swashbuckling success.

The film features a musical score by Michael Kamen (*Robin Hood*), and is directed by Steve Herek (*Mighty Ducks*).

The Three Musketeers trading cards were produced through a licensing agreement between SkyBox and Disney Consumer Products. SkyBox, the nation's largest producer of entertainment and comic trading cards, has previously licensed with Disney to produce card lines based on *Aladdin*, *Snow White and the Seven Dwarfs* and Tim Burton's *The Nightmare Before Christmas*

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SkyBox INTERNATIONAL

THE THREE MUSKETEERS TRADING CARDS

This swashbuckling trading card series from SkyBox captures the excitement of the 1993 version of the classic tale, *The Three Musketeers.*

This exclusive 90-card series includes:

- Story cards that detail the events of the film;
- Character cards that feature the top stars - Kiefer Sutherland, Rebecca DeMornay, Charlie Sheen, Tim Curry and Chris O'Donnell;
- A special behind-the-scenes subset highlighting the making of the film;
- Full-bleed card design, maximizing the sharp, exclusive photography obtained for the series;
- Three unique bonus Spectra cards and four foil-embossed cards depicting custom animated drawings inspired by the film; and,
- Eight-card packs with a suggested retail price of $1.29 per pack.

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SkyBox INTERNATIONAL

Date
Re: *The Sandman* Trading Cards: Worth the Wait

It may seem like a dream, but it's not.

In an effort to increase awareness of its 90-card series of *The Sandman* Trading Cards, SkyBox has used a new production technology to create a limited number of original *Endless Gallery* portrait cards framed in etched silver foil and stamped "PROTOTYPE" on the back. The series has been rescheduled from December to February 23. *The Sandman* is the most popular VERTIGO title from DC Comics.

The unique silver foil cards are for promotional purposes only and will not be included in *The Sandman* trading card series. The regular series will contain similar bonus cards produced with the same artwork and technology, but using gold foil etched frames. Each silver foil card features one of the seven *Endless* characters painted by *The Sandman* artists. The seven *Endless Gallery* silver foil cards are:

- **DEATH**. Everyone meets her eventually, but not on the one day each year when she herself becomes mortal. Art by Bill Sienkiewicz.
- **DELIRIUM**. She is the youngest of the *Endless*, and she was once Delight, but not anymore. Art by Jill Thompson.
- **DESIRE**. He (or she) is everything you ever wanted, but she (or he) will never be your possession. Art by Jon J. Muth.
- **DESPAIR**. She is *Desire*'s bleak twin sister, and she is the one you sometimes see when you look in the mirror. Art by George Pratt.
- **DESTINY**. He is the oldest of the *Endless*, and he has seen the patterns all living things make on their journey through time. Art by Kent Williams.
- **DESTRUCTION**. He has been missed by the *Endless* since he fled his realm. Things are still destroyed, but now it's not his fault. Art by Glenn Fabry.

And, of course ..

- **DREAM**. *The Sandman* himself. Perhaps you will meet him tonight. Art by Dave McKean.

The Sandman Trading Cards will retail for $1.99 per six-card foil pack.

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FOR IMMEDIATE RELEASE

SkyBox INTERNATIONAL

PRESS RELEASE

SKYBOX PRESENTS *STAR TREK:® DEEP SPACE NINE*™ TRADING CARDS

DURHAM, NC - SkyBox International, Inc., announced today that it has completed production and begun shipment of trading cards based on the Emmy Award-winning television show *Star Trek: Deep Space Nine*. The all-new set is the seventh trading card series from SkyBox based on the popular *Star Trek* franchise.

The *Star Trek: Deep Space Nine* card series features the characters, spacescapes and spaceships from the show and summarizes the episodes from the successful first season of *Star Trek: Deep Space Nine*. The cards detail the exciting adventures of a 24th century team of Starfleet officers who take command of a remote alien space station positioned at the Bajoran wormhole - one of the most strategic points in the galaxy.

The 100-card series was produced with the actual footage from the show using a special digital video transfer process. The card set contains nine subsets, including Primary and Supporting Cast, Alien Races, Trivia, Foreign Language, and Technical cards, which provide detailed, inside information about the *Deep Space Nine* space station and the tools and materials used by the crew.

Two levels of limited edition bonus cards are randomly inserted in eight-card foil packs, which carry a suggested retail price of 99 cents. They include five Spectra cards featuring space scenes, including one Spectra Gold card, and a redemption card that can be exchanged for a special ten-card foil-stamped bonus set of cards. This bonus set is available exclusively through the exchange card program.

Star Trek: Deep Space Nine Trading Cards follow six successful *Star Trek* card series from SkyBox, including the award-winning 1992 *Star Trek: The Next Generation*™ Trading Cards and the 1993 SkyBox Master Series: *Star Trek* Edition Trading Cards, which broke all sales records for *Star Trek* cards.

Star Trek's popularity is now at an all-time high. *Star Trek* TV shows are the most-watched syndicated shows in America, and hundreds of *Star Trek* conventions attracting over 100,000 fans are held each year. The nationally syndicated *Star Trek: Deep Space Nine* has achieved higher household ratings than the average prime time network show and is the most watched hour-long show by men ages 18-49, topping such popular shows as *60 Minutes* and *Northern Exposure*.

SkyBox, the nation's largest entertainment and comic card distributor, is the exclusive manufacturer and distributor of *Star Trek: Deep Space Nine* Trading Cards, which are produced through a partnership between SkyBox and The Paramount Licensing Group.

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VOYAGER COMMUNICATIONS INC.

VALIANT COMICS MARCH 1994 SOLICITATION

Valiant's Third Anniversary Celebration

Valiant Lead Item

ARMORINES™ #1
By Jorge González, Jim Calafiore, and Rodney Ramos
$2.25/$3.05 Canadian • On-Going Monthly Title

Heavy Metal, High Pressure Debut! The Armorines get their own book after fans of X-O demand to see more adventures of this dynamic team.

When a nuclear sub goes down in deep water off Australia, a Navy SEAL team is sent in...and never heard from again! Now the mission is in jeopardy, and only the Armorines can stop "The White Death." Watch for the Armorines Stand-up in your comics store.

March Highlights:

SOLAR, MAN OF THE ATOM® #0 TRADE PAPERBACK
By Jim Shooter, Barry Windsor-Smith, Bob Layton, and Janet Jackson
$9.95/$13.50 Canadian

Collected from SOLAR #1-10. At last, the story of how Phil Seleski attained his incredible powers and the catastrophic chain of events that brought him to our universe, is now combined in one single, perfect-bound volume. Originally titled ***"Alpha and Omega,"*** this origin story of Valiant's most powerful hero was run as specially inserted eight-page chapters in *Solar, Man of the Atom* #1-10, and features the gorgeous artwork of Barry Windsor-Smith and Bob Layton. Included with the first printing of the book as a special premium, is a fold-out poster of "the world's largest comics panel" depicting the unbelievable climax to this earth-shattering story.

SOLAR, MAN OF THE ATOM® #34
By Kevin VanHook, Peter Grau, Jimmy Palmiotti, and Carol VanHook
$2.25/$3.05 Canadian • On-Going Monthly Title
Shipping from Sparta

"Solar the Destroyer" (Part 2 of 3) In VALIANT VISION!
The star-spanning saga of the Destroyer continues. Drawing closer to his ultimate goal - the Spider Alien homeworld - the Destroyer runs into ever increasing opposition from the enemy. Is he a match for the entire might of the Spider Alien's evil empire? This issue is designed for use with the VALIANT VISION glasses, bringing added dimension to this awe-inspiring adventure.

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VOYAGER COMMUNICATIONS INC

NINJAK™ #5
By Mark Moretti
$2.25/$3.05 Canadian • On-Going Monthly Title

Guest Starring X-O Manowar™
"Full Metal Jacket" (Part 1 of 2)
The most powerful weapon in the Universe, X-O Manowar, crosses swords with Ninjak during a hostile takeover of Orb Industries. Aric Dacia and Colin King need each other if they want to get to the bottom of the usurper's plot...provided they can settle their differences without killing each other first.

MAGNUS ROBOT FIGHTER™ #37
By Tony Bedard, Jim Calafiore, and Gonzalo Mayo
$2.25/$3.05 Canadian • On-Going Monthly Title
Shipping from Sparta

Guest Starring the Starwatchers™ and Rai™
"The Last Day" (Part 1 of 2)
Alongside their powerful new allies - **the Starwatchers** - Magnus, Rai, and the Future Force make their final assault on the Malev Emperor! The outcome of this epic battle will determine the fate of humanity! This epic concludes in ***Rai and the Future Force #22***.

RAI AND THE FUTURE FORCE™ #22
By Tony Bedard and Dave Ross
$2.25/$3.05 Canadian • On-Going Monthly Title
Shipping from Sparta

Guest Starring the Starwatchers™
"The Last Day" (Part 2 of 2)
This is it...THE END OF THE MALEV WAR...AND THE END OF RAI?!!! The Emperor turns the tables on the forces of humanity by mindlocking Rai. Magnus and the Starwatchers are unprepared, however, to face Rai now that his powers have been unleashed to their fullest potential. Now Magnus must battle Rai in a fight that only one will survive! Remember, in the Valiant Universe, Dead Means Dead!!

Other great VALIANT titles shipping in March include. . .

ARCHER & ARMSTRONG® #23
By Mike Baron and Mike Vosburg
$2.50/$3.40 Canadian • On-Going Monthly Title
Shipping from Sparta

A small boy is caught in the middle when two rival crime families engage in a turf war. Archer befriends the boy and learns why Armstrong keeps telling him NOT to interfere. Catch Mike Baron's work on *Archer and Armstrong* and find out why he's won the Eisner award!!

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SECRET WEAPONS™ #10
By Joe St. Pierre, Kathryn Bolinger, and Mike Cavallaro
$2.25/$3.05 Canadian • On-Going Monthly Title

Bloodshot, The Eternal Warrior, and Geoff take on the WebNet. Breaking into the Weaponeer's Vault. There's no telling what traps hinder the team or which treasures of technology await them. This issue leads into the next important Bloodshot story cycle in Secret Weapons.

SHADOWMAN™ #26
By Bob Hall, Tom Ryder, and Mike Cavallaro
$2.50/$3.40 Canadian • On-Going Monthly Title
Shipping from Ronalds

Jack's return to New Orleans is far from a happy homecoming as he must stop Leland Paige and his neo-nazi supporters from taking over the city.

TUROK, DINOSAUR HUNTER™ #12
By Mike Baron, Rags Morales, and Randy Elliott
$2.50/$3.40 Canadian • On-Going Monthly Title
Shipping from Ronalds

The grand finale to Mike Baron, Rags Morales and Randy Elliott's three-issue story arc is another classic in the making! Turok must survive the savage fury of Chun Yee's criminal empire...and his evil "pet." Let's hope Turok remembered the armor-piercing, heavy-loaded, high-velocity ammunition for this one!

X-O MANOWAR™ #29
By Jorge González, Ric Levins, Kathryn Bolinger, and Andrew Covalt
$2.25/$3.05 Canadian • On-Going Monthly Title
Shipping from Sparta

"Desolation" - Guest Starring Turok
With Shanhara dead, Aric and his friends must defeat Aristedes' teeming Spider Alien legions without the help of Aric's good skin. Will guest star Turok help his "blood brother" survive?

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VOYAGER COMMUNICATIONS INC.

BLOODSHOT™ #17
By Kevin VanHook, Don Perlin, John Dixon and Jade
$2.25/$3.05 Canadian • On-Going Monthly Title
Shipping from Ronalds

Guest Starring the H.A.R.D. Corps®
With Bloodshot in a coma, the H.A.R.D. Corps now enters the picture. Having kept tabs on him since their first encounter in *H.A.R.D. Corps #5*, the organization believes Bloodshot would be the perfect candidate for a new member of the H.A.R.D. Corps team.

ETERNAL WARRIOR™ #23
By Kevin VanHook and Ted Halsted
$2.25/$3.05 Canadian • On-Going Monthly Title
Shipping from Ronalds

Reader response to the *Eternal Warrior* continues to grow, and this issue should be a real fan-favorite as Gil's adventures take us to distant past, during the reign of Alexander the Great as his forces sweep through India, nearing the end of their Asian conquests.

HARBINGER™ #30
By Maurice Fontenot, Sean Chen, Andrew Wendel, and Maria Beccari
$2.50/$3.40 Canadian • On-Going Monthly Title
Shipping from Sparta

Faith and her friends are faced with a crisis of conscience; should they help Livewire and Stronghold escape from the Harbinger Foundation, or are the pair too dangerous to let loose? And what of the other Eggbreakers - how will they respond if the kids disobey orders?

The H.A.R.D. CORPS® #19
By Maurice Fontenot, Ric Levins, and John Dixon
$2.25/$3.05 Canadian • On-Going Monthly Title
Shipping from Ronalds

The H.A.R.D. Corps goes on the mission they were created to complete, an assault on The Harbinger Foundation. Their goal, kill Harada!

THE SECOND LIFE OF DOCTOR MIRAGE™ #8
By Bob Layton and Mike Leeke
$2.50/$3.40 Canadian • On-Going Monthly Title

"Food for Thought" - Only Carmen can save the good Doctor when his insatiable cravings for food begin to drive him insane. Is the problem all in his mind... or is something more sinister afoot--A Big Mac Attack?

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Validated Valiant Signature Series (VVSS)

VVSS titles will now be solicited as part of the normal solicitation/distribution cycle. These books are signed by the creators, validated with a seal of authenticity, packaged in a special sleeve, and include a certificate of authenticity. Quantities are limited.

NINJAK #1 VVSS EDITION
Signed by Mark Moretti, Joe Quesada, and Jimmy Palmiotti
$25.00/$34.00 Canadian

Valiant's first #1 book! This incredibly hot wraparound chromium cover is sure to win many honors as awards for 1993's top efforts are handed out. Mark's pulse-pounding script is fully realized by Joe and Jimmy's great work. Originally shipped November '93.

BLOODSHOT #0 VVSS EDITION
Signed by Kevin Vanhook and Dick Giordano
$25.00/$34.00

Before Bloodshot got his incredible powers, he met The Eternal Warrior. They did not part on friendly terms. This issue fills readers in on what happened. This issue also marks Giordano's first work for Valiant. Incredible wraparound chromium cover. Originally shipped January '94.

Offered Again

VALIANT VISION™ STARTER KIT
$2.95/#3.75 Canadian

Offered in conjunction with Solar #34, this kit includes the VALIANT VISION glasses needed to experience the full 3-D effect in this month's Solar. The kit includes glasses, an 8-page comic featuring a Neal Adams cover, and a VALIANT VISION poster by Joe Quesada and Jimmy Palmiotti.

HARBINGER™ Trade Paperback - 2nd Printing
$9.95/$12.50 Canadian

Second printing of the much sought after HARBINGER #1 - 4, compiled into a single soft cover, perfect bound edition. The second printing DOES NOT include a copy of Harbinger #0. A great way to read and enjoy those expensive back issues at a fraction of the price!

VALIANT ERA: VOLUME 1 Trade Paperback
$13.95/$19.00 Canadian

Includes MAGNUS #12, SHADOWMAN #8, SOLAR #10 & 11, and ETERNAL WARRIOR #4 & 5 all under one cover. These hard to find Valiant issues are a must for any reader's collection. Includes the *Valiant Era Companion* starring The Eternal Warrior.

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VOYAGER COMMUNICATIONS INC.

Retailer Information and Promotional Items

THE VALIANT VOICE™ #14 (on sale in April)

This month, VALIANT VOICE focuses on Turok and the up-coming *Bloodshot Yearbook*. There's also more news and features about VALIANT, plus a special color center spread section. Retailers, please note that the VALIANT VOICE comes boxed and often includes additional in-store promotional materials like promo cards, posters, and the recent Ninjak chromium door sticker.

VALIANT BIRTHDAY PARTY KIT

Help celebrate VALIANT's 3rd anniversary with this special party kit. Included are banners and balloons to decorate your store and a video tape showing the secret inner workings of VALIANT to play at the party. Retailers who send us pictures of their in-store party, along with a sample of the invities or hand-outs they used to promote it, will receive a selection of three VALIANT Gold books and be entered in a contest to win a personal in-store appearance and signing by super-hot VALIANT artist Sean Chen.

ARMORINE STAND-UP (Signed & Numbered)

This in-store stand-up will excite VALIANT readers in every store where it's displayed. The *Armorine Stand-up* supports the launch of *Armorines* #1, featuring the artwork of Jim Calafiore and the stand-up is signed by Jim! The stand-up illustration is of the Armorine from the cover of *Armorines* #0, and includes a pocket where the latest issue of *Armories* can be displayed. Don't miss this exciting display item for your store!!

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VOYAGER COMMUNICATIONS INC.

PRESS RELEASE

Ninjak™ #1 Valiant's First #1

Ninjak is the #1 comic book for November according to market reports published by Capital City, Diamond, and Heroes World. This marks the first time that Valiant has published a month's #1 book, previously peaking at #2. *Ninjak* outpaced such perennial favorites as *Spawn*, *X-Men*, and *Superman*. The three distributors' sales figures represent about 90% of the new comics sold through the nation's comic book stores.

"Frankly, I'm thrilled to have had the opportunity to work on a #1 book," said series writer Mark Moretti. "Joe [Quesada] and Jimmy [Palmiotti] did a terrific job on it. The story I wrote was solid, but they certainly put a lot of drama into the rendering of it. When I found out we had made it to #1, I was shocked, a very happy sort of shocked."

Valiant Publisher Steve Massarsky said, "This is exactly what we're trying to do here at Valiant. We got a great story from Moretti, it was well told by Joe, Jimmy, John [Ceboilero], and Chris [Eliopoulos]. Kevin VanHook brought it all together as the series editor. We put the whole package under a great cover and it's a sell out in many parts of the country."

Valiant's Traffic Manager Brad Goldberg was quick to add, "There are a limited number of Ninjak #1's at the printer. Retailers who have sold out should reorder quickly, as we overprinted by a very small percentage."

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Ninjak #1 #1--Page 2

"I think the cover enhancement really juiced sell-through on this book," said Jon Hartz, Valiant's Senior Vice-President. "The wrap-around chromium cover works on this book because the art was created with the enhancement in mind. We keep hearing from retailers who tell us readers were blown away when they saw the cover. But it's not the cover that will bring readers back for issue #2. Unlike most cover "gimmicks" on the market these days, the strength of this book lies in the story. We've got a great team put together for this book, and they are doing a great job."

"It's my guess that *Ninjak* #2 and #3 will be two of the most collectible comics to be released in 1994," commented Valiant's Vice-President Marketing Marty Stever. "Sales are far below those for issue #1 and from the phone calls we're receiving, surveys we're taking, and the action on computer bulletin boards around the country, I know we've put together a big readership base that wants to see the conclusion of 'Black Water,' the two-part story begun in *Ninjak* #1."

"I just want to say thank you to our readers for making *Ninjak* #1," concluded Editor-in-Chief Bob Layton. "We're working hard to put out great comics that are fun to read. Being #1 certainly is gratifying. It lets us know people want to *read* good stories, which is exactly what we intend to keep publishing."

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VOYAGER COMMUNICATIONS INC.

PRESS RELEASE
1993

Valiant Comics to Include Upper Deck Cards

Every monthly Valiant comic book scheduled for February will include a promo Valiant Era™ card from Upper Deck. These cards feature the covers of Valiant's December titles and will not be included in any Upper Deck set. The only way readers can get these cards is by buying Valiant's February comics. Like other Valiant Era cards from Upper Deck, the cards packaged with the comics will include the Upper Deck logo and hologram.

Readers who collect all fourteen of the Valiant Era cards from the February comics will have an opportunity to get some even rarer Valiant promo cards. They can either keep the fourteen cards from the February comics, or exchange them, with a small postage and handling fee, for a set of six chromium cards depicting the six Valiant chromium covers produced to date (*Bloodshot* ™ #1, *Turok* ™#1, *X-O Manowar* ™#0, *Ninjak* ™#1, *Bloodshot* #0, and *Shadowman* ™#0). The chromium cards are of the same material and quality as Topps™ Finest cards, one of the hottest collectibles in the market today.

For fans who have been collecting Valiant Era cards from Upper Deck, getting Valiant's February titles will be essential to completing their card collections. Upper Deck's Valiant Era II cards ship in March. These cards include Valiant cover art from January through November of 1993. Cards depicting Valiant's December cover art will only be available in Valiant's February comics.

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Valiant Comics to Include Upper Deck Cards, page 2

Perhaps best of all, the cards will be FREE! Cover prices on Valiant's February shipping comics will not be going up because of the promotion. All February titles will retain their normal cover prices.

Readers who purchase February Valiant comics can look forward to the first of three consecutive *Solar*™ issues in Valiant Vision™, the first appearance of the *Starwatchers*™ in *Rai and the Future Force,*™ *Shadowman*™ guest starring in *Archer and Armstrong,* ™ and Armorines™ guest starring in *The H.A.R.D. Corps.*™

Presented below is a chart showing which Valiant Era cards will be included with each February Valiant title:

February Comics	Cards
Ninjak #4	Shadowman #23
Turok, Dinosaur Hunter #11	Archer & Armstrong #20
Bloodshot #16	Eternal Warrior #20
X-O Manowar #28	Rai and the Future Force #19
Harbinger #29	H.A.R.D. Corps #16
Dr. Mirage #7	Solar, Man of the Atom #31
Secret Weapons #9	Magnus Robot Fighter #34
Magnus Robot Fighter #36	Secret Weapons #7
Solar, Man of the Atom #33	Dr. Mirage #5
H.A.R.D. Corps #18	Harbinger #27
Rai and the Future Force #21	X-O Manowar #26
Eternal Warrior #22	Bloodshot #14
Archer & Armstrong #22	Turok, Dinosaur Hunter #9
Shadowman #25	Ninjak #2

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VOYAGER COMMUNICATIONS INC

PRESS RELEASE

Maurice Fontenot Promoted to Editor

Maurice Fontenot is Valiant's newest editor. He'll begin his tour of editorial duties on *Eternal Warrior*™and *The Second Life of Dr. Mirage*.™ Fontenot had previously worked at Valiant as a colorist on *Archer & Armstrong*®, *Harbinger*, and *The Second Life of Dr. Mirage*. He's also the writer on *Harbinger*.

Fontenot is a native of Altadena, California and a graduate of the Joe Kubert School of Art, where he studied for three years. Among his influences, Fontenot lists his parents, Frank Miller, Barry Windsor-Smith, Alan Moore, and Bob Layton.

Fontenot grew up an animation fan and later discovered comics. According to his parents, he owns ten billion comic books. He spent junior high and high school writing and drawing his own comics, which he still has! He now lives in Manhattan and is single.

Besides editing *Eternal Warrior* and *The Second Life of Dr. Mirage*, Fontenot will continue to write *Harbinger* and will begin writing *Secret Weapons*™ with issue #8. He also hopes to do an occasional coloring job.

Valiant's editorial staff now consists of Editor-in-Chief Bob Layton, Executive Editor Kevin VanHook, Creative Director Don Perlin, and Editors Tony Bedard, Maurice Fontenot, and Jorge González.

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Warp Graphics

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NEWS RELEASE

FOR IMMEDIATE RELEASE

WARP GRAPHICS - SO MUCH MORE IN 1994

New comic book titles, a stepped-up schedule of book production, and the first offerings from an aggressive licensing program highlight Warp Graphics's plans for 1994, according to Marketing Director Cat Kouns.

Elfquest co-creator, writer/artist and art director Wendy Pini promises that 1994 will see the introduction of Jink, the enigmatic heroine from the World of Two Moon's technological future. The character herself actually was created a year or two before Elfquest began publication in 1978, and has undergone a number of transformations to become the sexy, savvy shape-changer she is now. Jink inhabits a high-tech world (called "Abode" by the humans whose society has taken it over) and deals with the unique problems that a creature of magic must face when confronted with virtual reality, space travel and cyberpunk. Though Jink believes herself to be the last surviving elf in the world, who knows what surprises await her in as-yet unexplored areas of the planet?

Also in development for 1994 is a companion series to Jink, called The Rebels. In the same future world that Jink inhabits, a group of teenaged humans - each a genetically

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altered representative of his/her homeworld or space colony - come together for adventure and fun. But a secret from the distant past, when the elves first came to the World of Two Moons, threatens not only the Rebels as they gallivant about the planetary system, but also the balance of power on Jink's world of Abode itself!

Warp Graphics's existing Elfquest comic book series will continue to evolve and grow throughout 1994 as well. Issue #11 of Hidden Years introduces a long storyline that continues where "Kings of the Broken Wheel" left off. The Wolfriders now live in the world's medieval period, and must deal with encroaching human civilization. In issue #12 the warlord Grohmul Djun is introduced, and he promises to make life a living hell for the forest-dwelling elves! The bimonthly Hidden Years is written by Wendy and Richard Pini and drawn by Brandon McKinney, with inks by Charles Barnett.

New Blood continues its serial story as the "next generation" of Wolfriders - the youngsters who grew up in Sorrow's End - delve deeper and deeper into the Forevergreen Quest. They've discovered a strange, new world within a continent-spanning rainforest - a deep green world where a lost city of humans worships a long-forgotten, four-fingered god! Storyteller Barry Blair weaves his lush tale in the monthly series.

From "the land down under" comes WaveDancers, the exotically aquatic tale of a tribe of elves living in the Vastdeep Water, the great ocean. Intrigue adds to intrigue as the sea elves' search for their lost Queen and an unrecognized Winnowill spins her own web of deception around the innocent merfolk. WaveDancers is written and drawn by the Australian team of Julie Ditrich, Bruce Love, and Disney animator Jozef Szekeres, and is a bimonthly publication.

For ten thousand years the Wolfriders hunted, fought and loved before the time of Cutter, and Blood of Ten Chiefs chronicles those turbulent times. Stories written by well-known fantasy authors and adapted from the prose anthologies by Andy Mangels make the transition for four-color in this bimonthly offering, illustrated by a variety of talented artists.

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In 1994, Warp Graphics plans to augment the title by offering original stories as well that will help set the historical foundation for events that echo all the way into the elves' present - and future!

With an expanded lineup of comics titles, Warp Graphics will also step up its production of hardcover graphic novels and collections in 1994. Already on the schedule for release during the year are: Rogue's Challenge, the collection (with new bridging art and story by Wendy Pini not published in the comics) of Rayek-related stories from Hidden Years #6 through #9-and-a-half; Blood of Ten Chiefs, which will collect the comic title issues #1 through #6; The Forevergreen Quest, which will collect New Blood issues #11 through #16; Bedtime Stories, designed to appeal to younger readers, combining the Elfquest "fairy tale" stories that have appeared throughout New Blood, with a brand new tale from Wendi Lee, Terry Beatty and Gary Kato; and the BIG Elfquest Gatherum, a compendium of articles, interviews and artwork that go behind the scenes at Elfquest and Warp Graphics. The BIG Gatherum will condense and combine the material that originally appeared in the Elfquest Gatherum volumes 1 and 2, and add much new and hard-to-find information.

In the area of product merchandising for 1994, Warp Graphics has entered into licensing agreements with several manufacturers, an outgrowth of its representation by The Beanstalk Group agency.

The second quarter of the year will see Elfquest trading cards produced by Skybox, one of the most well-respected manufacturers of non-sports cards. While the exact specifications of the Elfquest set have yet to be determined, there will definitely be subsets and chase cards. Artwork for the cards will be done by several of the artists currently free-lancing for Warp's comic book line, under the close supervision of Wendy Pini, who will also provide a number of the images.

Also slated for early in the year is the first in what both Warp and Lasermach, Inc. hope will be a series of Elfquest figures. Lasermach is a producer of textured metal figurines which recently began making statues of comic characters; their first offering was The Tick,

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1. A bulletin issued to reporters by an organization that seeks to have the information included in the bulletin reported on as news. Press Releases are major sources of information for all comic-related magazine publishers.

OFFICIAL ☆PRESS☆ RELEASE

Warp Graphics

Reprinted below is an official press release exactly as it was faxed or mailed to Vantage. Since press releases come straight from comic publishers, they can be the most accurate, most up-to-date source of news possible. They can also be biased.

from New England Comics. For Warp Graphics, they are producing the character of Cutter, chief of the Wolfriders, in a collector's edition of 5,000 pieces.

Other licenses, for an Elfquest "book-on-tape," temporary tattoos, character watches, and telephone calling cards, are pending.

1993 was Elfquest's fifteenth anniversary of publication, and the year was highlighted by the "Fantasy With Teeth" tour, spanning the United States and Canada, which lasted all year. Wendy and Richard Pini, the creators of Elfquest and owners of Warp Graphics, have said that they want 1994 to be nothing so much as the "Year of Recovery" after the grueling pace of 1993. However, it is clear that at least in the arena of creative endeavors, the new year promises to be the most exciting and eventful in Warp Graphics's history.

(end)

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Phone numbers, names and addresses have been omitted on some releases.

VANTAGE VIEWPOINTS

10238 West National Ave, #166, West Allis, WI 53227

Usually, this space is where I'm supposed to ask you to name this letters column. Well we broke the rules and we already named it. Why? Because let's face it, Vantage Viewpoints is obvious. If your mag starts with a V you have to name the letter column "Viewpoints." There's really no other option.

However, in the spirit of naming, I do have a dilemma you might be able to help me with. I want to get a Vantage car. But I want a cool name for the car that's related to comics or science fiction. So far, all I've come up with is Merlin and that would be fine except that it makes me think of the Merlin AT&T phone system which pretty much ruins the whole point of picking a sci-fi or hero related name. So send in your ideas.

Also, tell us what you think of:

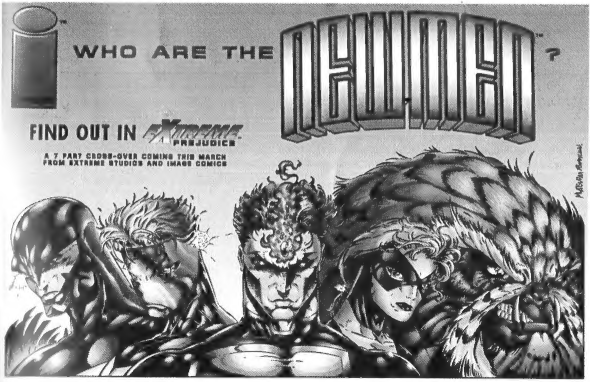
1) The new mag.
2) Comics today.
3) The marketplace (give us a report from your area).
4) Your little sister.
5) Great comics reading picks.
6) Anything else that floats your boat.

We can't write back, but we read **everything** and we'll print what you have to say, space permitting! Write to:

Vantage Viewpoints
10238 West National Ave, #166
West Allis, WI 53227

SPECIAL!

Write to Vantage Viewpoints by March 1st and we'll enter your name in our Bloodshot #0 Gold Edition drawing! A free gold and a Vantage Giant Nothing will go to someone who writes in!


WHO ARE THE NEW MEN ?
FIND OUT IN EXTREME PREJUDICE
A 7 PART CROSS-OVER COMING THIS MARCH
FROM EXTREME STUDIOS AND IMAGE COMICS

THE ONLY SERIOUS FUTURE PICK LIST!

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Vantage: Press Release Review is the world's only mag for people who are really serious about the comic book marketplace! We don't cover what happened three Tuesdays ago. Oh no, Vantage puts it on the line and makes for-real, logical predictions about the future of comics! Get serious. Get Vantage.

Wild! I understand that I will get monthly issues of Vantage: Press Release Review as they come out! My copy will reach me each month at about the same time it reaches my local comic shop! I'll make check or M.O. out to VANTAGE: PRR, Sub. Dept. #P1, 10238 W. National Ave, # 166, West Allis, WI 53227.

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Now you can get a special pre-press edition of the Vantage Market Guide before each month's advance-order deadline!* Get your comics at a discount by ordering in advance and watch your savings make up for the low Vantage subscription price! Plus, you'll get our inside back-issue tips before anyone else! This is a special RUSH service which we will make available only to a limited number of subscribers — this service DOES NOT provide you with other sections of our new mag, Vantage: Press Release Review. You will receive the Vantage Market Guide only (which is the first several pages of Vantage: Press Release Review), weeks in advance!

Cool! I understand that I will get a special pre-press copy of the VANTAGE MARKET GUIDE, and that VANTAGE will get my copy to me before the ADVANCE ORDER DEADLINE! I'll make check or M.O. out to VANTAGE MARKET GUIDE, Sub. Dept. #P1, 10238 W. National Ave, # 166, West Allis, WI 53227.

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*We reserve the right to change info or picks if new information comes in before we print Vantage. For changes other than small corrections and minor adjustments, we will keep you updated.

FREE T-SHIRT!

I am so very wise. I have decided to subscribe to BOTH Vantage: Press Release Review and the Vantage Market Guide simultaneously. I get a free cool high-quality Vantage T-Shirt! Enclosed is a check or M.O. for $1.95 for shipping. Size: M ____ L____ XL____
Please ship to (must be filled out):

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